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OFFICIAL STRATEGY GUIDE

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FINAL FANTASY® III

COVERS NINTENDO DS™

BASED ON A GAME RATED BY THE ESRB
EVERYONE 10+
E 10+

SQUARE ENIX™

Written by Ken Schmidt

FINAL FANTASY® III

OFFICIAL STRATEGY GUIDE

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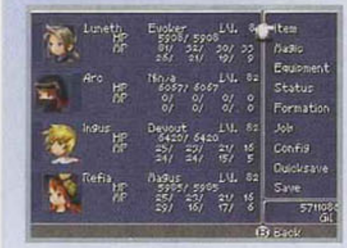
GAME BASICS

Getting Started

Welcome to the third installment of the FINAL FANTASY series! North America has waited sixteen years for an official release of this game (which should not be confused with the renumbered version of FINAL FANTASY VI, released for the Super Nintendo Entertainment System) and the wait is worth it!

The Main Menu

Tap the word MENU on the screen, press the X button or use the R button to call up the game's menu. The left side of the screen displays a brief overview of the party's current status. The right side of the screen is a list of options: Item, Magic, Equipment, Status, Formation, Job, Config, Quicksave, and Save.



Item

Item displays the inventory of items, weapons, and armor in the party's inventory that aren't currently equipped. Some of the items that appear here may be used to heal party members, or remove a negative status effect. Sort this list often to keep items with similar characteristics together, which makes searching more efficient. Key Items (ones that can't be used) are also shown within this menu.

Magic

Magic enables you to either manage the party's magic spells, or cast certain magic spells while out of combat. *FINAL FANTASY III* has a magic system that can remove the need to constantly deliberate over filling out which magic slots with which available spells.

Each character can learn three spells of each level, regardless of the type (Black/White/Summon) but not all jobs can use these types of magic. "Learn" pulls a spell from the party's current inventory and places it in that character's spell list. "Remove" returns a learned spell back to the party's inventory. Finally, "Exchange" enables you to swap entire spell books between characters. This cuts down the time that would otherwise be wasted on removing and learning spells individually. For more information about magic spells, check out the section on magic in this strategy guide.

Equipment

Equipment allows the selected character to change gear. A green arrow indicates an improved stat, while a red arrow means a stat is reduced.

Status

Status provides more information on the selected character than what is displayed at the main menu screen.

Formation

Formation enables you to either change spots between two characters (select two characters with a single tap each), or move a character between the front and rear rows of the group (tap a character portrait twice). Placing characters in the rear row reduces the damage taken from enemy melee strikes, but also reduces the potential damage inflicted with an attack.

Job

Use this option to view each character's current level for every job and switch jobs when the time is right.

System Functions

Config, Quicksave, and Save are all system functions. Config enables you to customize your interface slightly. Quicksave is a temporary save file that works anywhere and at any time but the save is lost when it is loaded (or another game is loaded or started anew). Save works on the World Map and records your progess to one of three available slots.

The Basics of Battle

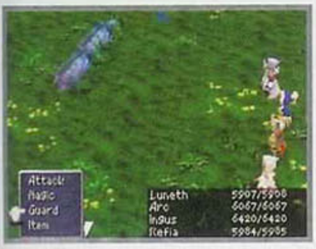
While searching through dungeons and castles or travelling from town to town, your party will randomly encounter groups of enemies. There are also pre-arranged battles against boss enemies that are triggered most often by reaching certain areas inside dungeons.

LOW-LEVEL HEALING

After battles that leave your party damaged, it's important to use low-level healing spells that you normally wouldn't use during combat. These are Magic Points that you wouldn't use. This also helps save items for the times when all Magic Points are exhausted.

During Battle

Most choices available during battle are the same for all jobs. The first slot is always Attack, the fourth through seventh slots are always Item, Equipment, Front/Rear, and Run Away. The second slot is different for almost every job, although many jobs use the command Magic. The third menu choice is most often Guard, but some jobs have different commands here as well.

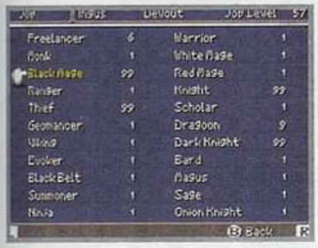


Select Attack and the character attacks a single target with the weapon(s) currently equipped. Item opens up the party's inventory and all available choices are highlighted. Push up at the top of the inventory screen to make that character's currently equipped items available for use. Equipment allows you to change a character's current weapons and shield choices; this action does not use that character's turn in the current combat round. Front/Rear moves characters between the front and rear ranks and is generally saved for the times when an enemy gains a Back Attack advantage on the party. Use Run Away when faced with certain defeat.

The commands in the second slot, and the rare command that falls in the third slot but isn't Guard, are covered in the upcoming sections that deal with the individual jobs.

The Job System and Picking the Right Party

When all is said and done, you will end up with four characters who can choose from 23 different jobs. Many jobs have similar roles, so get to know each job as it becomes available to determine which ones suit your style of play and combine well with your other job choices.



Job Ingus Devout Job Level 57

Freelancer	6	Warrior	1
Monk	1	White Mage	1
Black Mage	99	Red Mage	1
Ranger	1	Knight	99
Thief	99	Scholar	1
Geomancer	1	Dragoon	9
Viking	1	Dark Knight	99
Evoker	1	Bard	1
Black Belt	1	Magus	1
Summoner	1	Sage	1
Ninja	1	Onion Knight	1

Ⓑ Back

Party Composition

There are many factors to consider when building a party after job choices become available. These are all suggestions designed to make your trip through the world of *FINAL FANTASY III* more pleasant, but you are never forced to change jobs except in rare cases when certain spells are required to advance the storyline.

Always have at least one character with healing spells in the mix. Early in the game, before you have access to equipment like Aegis Shield and Ribbons, a character with access to status–removing spells is a must.

Scout ahead to see which enemies will appear in an upcoming area and determine if melee damage or spell damage is a better choice. You don't always need to use spells that cause damage, but there are times when they make life easier.

Consider available (or soon to be available) equipment. Some jobs will not have an upgrade in gear for long periods of time, or there may not be enough improved gear available (whether it is limited in number, or you don't have sufficient gil) to outfit the jobs you have been using. But an abundance of new gear designated for another job that could assume a spot in the party may be available instead.

Finally, job choice comes down to preference. Adapt your party to fit your style of playing, or change your style of play to the available jobs. You could even try running through the story with a party of four Red Mages for nostalgia's sake! Just spend plenty of time gaining levels before you try it!

Gaining Levels

There are two ways to gain levels in *FINAL FANTASY III.* First is the overall level of each character, which increases with experince earned from defeating enemies in battle. The amount needed to gain the next level is displayed on the Status screen.

Refia's Job level has increased!

The other level climbing aspect is job levels. Job levels are acquired through the number of actions taken in combat. Successful or not, any action taken works toward raising job levels—even Guard. The enemies faced have nothing to do with raising a character's job level.

TWO GREAT TRICKS FOR RAISING LEVELS ON THE QUICK

A great way to gain levels for your characters is to find enemies that summon allies into battle, such as Bloch in the Crystal Tower. To continue this example, keep at least one Bloch alive and continue to kill the Kum Kums that are summoned to its aid until you feel like ending the battle. This removes the need to go through the opening and ending battle scenes, as well as the need to wander around looking for an encounter. If you're looking to raise job levels in fewer fights, spend a few rounds performing actions that do not affect enemy health. Generally, five or six actions are enough to raise the job levels of all characters. Since the enemy faced does not factor in when gaining job levels, you could fight enemies in Altar Cave at any point and continue to gain job levels.

Character levels increase the stats for each character and the ability to deal or take damage in combat. Job choice determines which stats receive how much growth and are covered in greater detail in the Jobs section of the guide. Job levels determine how well a character performs his or her actions. A higher job level means more attacks per round, greater damage dealt, more effective healing and damage spells, and so on. Think of character levels as raw potential and job levels as the fine tuning of that potential, and you're on the right track. The following is a breakdown of what each stat means.

- *Strength influences the effectiveness of physical attacks.*
- *Agility influences the order in which actions are executed in battle.*
- *Vitality influences how much HP increases when a level up occurs.*
- *Intellect influences the effectiveness of Black Magic.*
- *Mind influences the effectiveness of White Magic.*

Fortunately, jobs inherently focus on the stats that provide them the greatest benefit. The stat descriptions are provided so you can make better choices about gear. For example, don't immediately equip a new piece of armor because it has a higher defense! Compare stats as well, since increases in stats may offset the greater armor.

PARTY ORDER

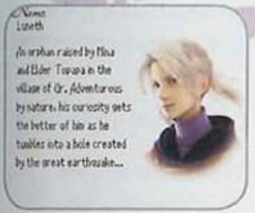
The order of characters in your party doesn't really matter to any great degree, but as a safety measure, place a job that requires confirmation (such as selecting a target) in the final spot. If you use the Memorize Cursor option in the Customize menu, you may accidentally perform the wrong command. If this command doesn't require target selection, you have no way to cancel it.

WHERE'S THE STORY?

The walkthrough has been written in such a way to avoid spoiling any elements of the game's story. The information provided in this walkthrough covers the actions that must be taken to continue the adventure without touching on the tale that unfolds.

CHARACTERS

Luneth


Name
Luneth
An orphan raised by Nina
and Elder Topapa in the
village of Ur. Adventurous
by nature, his curiosity gets
the better of him as he
tumbles into a hole created
by the great earthquake...

An orphan raised by Nina and Elder Topapa in the village of Ur. Adventurous by nature, his curiosity gets the better of him as he tumbles into a hole created by the great earthquake...

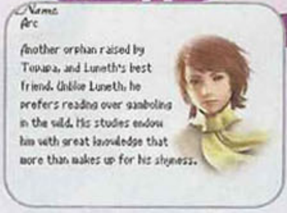
Starting Info

Level 1

Job	Freelancer
HP	32
MP	1
Strength	5
Agility	5
Vitality	5
Intellect	5
Mind	5
Attack	8
Defense	1
Magic Defense	1

Starting Equipment
Knife
Vest

Arc


Name
Arc
Another orphan raised by
Topapa, and Luneth's best
friend. Unlike Luneth, he
prefers reading over gamboling
in the wild. His studies endow
him with great knowledge that
more than makes up for his shyness.

Another orphan raised by Toppa, and Luneth's best friend. Unlike Luneth, he prefers reading over gamboling in the wild. His studies endow him with great knowledge that more than makes up for his shyness.

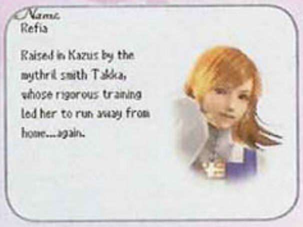
Starting Info

Level 3

Job	Freelancer
HP	47
MP	3
Strength	5
Agility	5
Vitality	5
Intellect	5
Mind	5
Attack	8
Defense	4
Magic Defense	2

Starting Equipment
Knife
Leather Cap
Leather Armor

Refia



Name
Refia

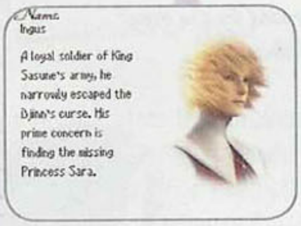
Raised in Kazus by the mythril smith Takka, whose rigorous training led her to run away from home...again.

Raised in Kazus by the mythril smith Takka, whose rigorous training led her to run away from home…again.

Starting Info	
Level 3	
Job	Freelancer
HP	47
MP	3
Strength	5
Agility	5
Vitality	5
Intellect	5
Mind	5
Attack	8
Defense	4
Magic Defense	2

Starting Equipment
Knife
Leather Cap
Leather Armor

Ingus



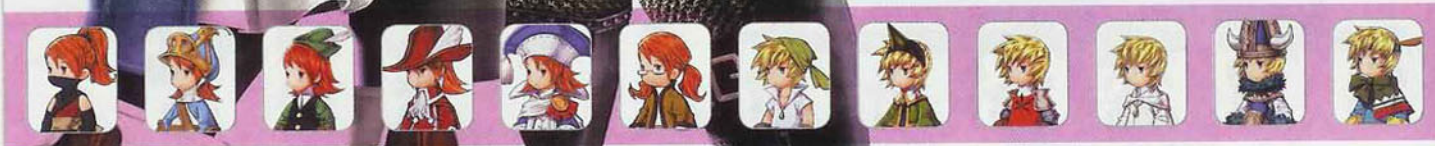
Name
Ingus

A loyal soldier of King Sasune's army, he narrowly escaped the Djinn's curse. His prime concern is finding the missing Princess Sara.

A loyal soldier of King Sasune's army, he narrowly escaped the Djinn's curse. His prime concern is finding the missing Princess Sara.

Starting Info	
Level 4	
Job	Freelancer
HP	59
MP	4
Strength	6
Agility	6
Vitality	6
Intellect	6
Mind	6
Attack	8
Defense	4
Magic Defense	2

Starting Equipment
Knife
Leather Cap
Leather Armor



SUB-CHARACTERS

During certain portions of the adventure, the party's roster grows by one. In combat, these sub-characters who join the party do not act under your control, but instead randomly use one of two abilities that are listed under each sub-character.

Outside of combat, interact with these sub-characters to get insights into the story or tips on playing the game. Each character has a few conversation options, so you may need to speak with him or her more than once to get the full picture. Additionally, after certain events or in certain locations, the conversations change so check back often!

Princess Sara

The first sub-character to join the party, she makes an appearance quite early in the game and lends a helping hand with Cure and Aero.

Cure

Aero

Prince Alus

A confused, but determined, heir to the throne of Saronia desperately wants to restore peace to his homeland.

Confuse

Aero

Cid

The famous inventor has a few run-ins with your party, and also has a brief tour of duty when it's time for him to get home.

Hammer Melee Attack

Fire

Doga

A disciple of an ancient and powerful wizard, Doga joins the party when more of the game's story unfolds, so pay close attention to what he has to say.

Firaga

Flare

Desch

This amnesiatic fellow introduces himself to the party at an awkward time. He has left behind a broken heart in his recent past.

Sword Melee Attack

Thundara

Onei

Unei awakens in time to help the party find a new form of transportation.

Haste

Holy

Aria

This enigmatic young lady holds the key to removing a terrible curse and seeks the party's help while offering hope in return.

Protect

Cura

FREELANCER

Freelancers can use low-level magic, but their base attributes are pretty low.

Additional Combat Commands

Magic

Freelancers have access to level 1 Black Magic and White Magic.

Black Magic	Fire, Blizzard, Sleep
White Magic	Cure, Poisona, Sight

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger
Swords	Golden Sword, Longsword, Wightslayer, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Excalibur, Ultima Weapon
Bows	Bow, Great Bow, Killer Bow
Arrows	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger
Fist Weapons	Bronze Knuckles

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Heroic Shield, Demon Shield, Diamond Shield, Aegis Shield, Genji Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Headband, Ice Helm, Feathered Hat, Scholar Hat, Black Cowl, Chakra Band, Dragon Helm, Diamond Helm, Ribbon, Genji Helm, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Mage Robe, Shell Armor, Ice Armor, Kenpo Gi, Scholar Robe, Flame Mail, Knight Armor, Black Garb, Reflect Mail, White Robe, Black Robe, Bard Vest, Black Belt Gi, Dragon Mail, Gaia Vest, Demon Mail, Diamond Mail, Genji Armor, Crystal Mail
Arms Armor	Bronze Bracers, Mythril Bracers, Mythril Gloves, Gauntlets, Thief Gloves, Rune Bracers, Power Bracers, Diamond Bracers, Diamond Gloves, Protect Ring, Genji Gloves, Crystal Gloves, Celestial Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
1	5	5	5	5	5
2	5	5	5	5	5
3	5	5	5	5	5
4	6	6	6	6	6
5	7	7	7	7	7
6	8	8	8	8	8
7	9	9	9	9	9
8	9	9	9	9	9
9	10	10	10	10	10
10	10	10	10	10	10
11	11	11	11	11	11
12	11	11	11	11	11
13	12	12	12	12	12
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15	13	13	13	13	13
16	13	13	13	13	13
17	14	14	14	14	14
18	14	14	14	14	14
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47	28	28	28	28	28
48	28	28	28	28	28
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74	40	40	40	40	40
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76	41	41	41	41	41
77	42	42	42	42	42
78	42	42	42	42	42
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80	43	43	43	43	43
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85	45	45	45	45	45
86	46	46	46	46	46
87	46	46	46	46	46
88	47	47	47	47	47
89	47	47	47	47	47
90	48	48	48	48	48
91	48	48	48	48	48
92	49	49	49	49	49
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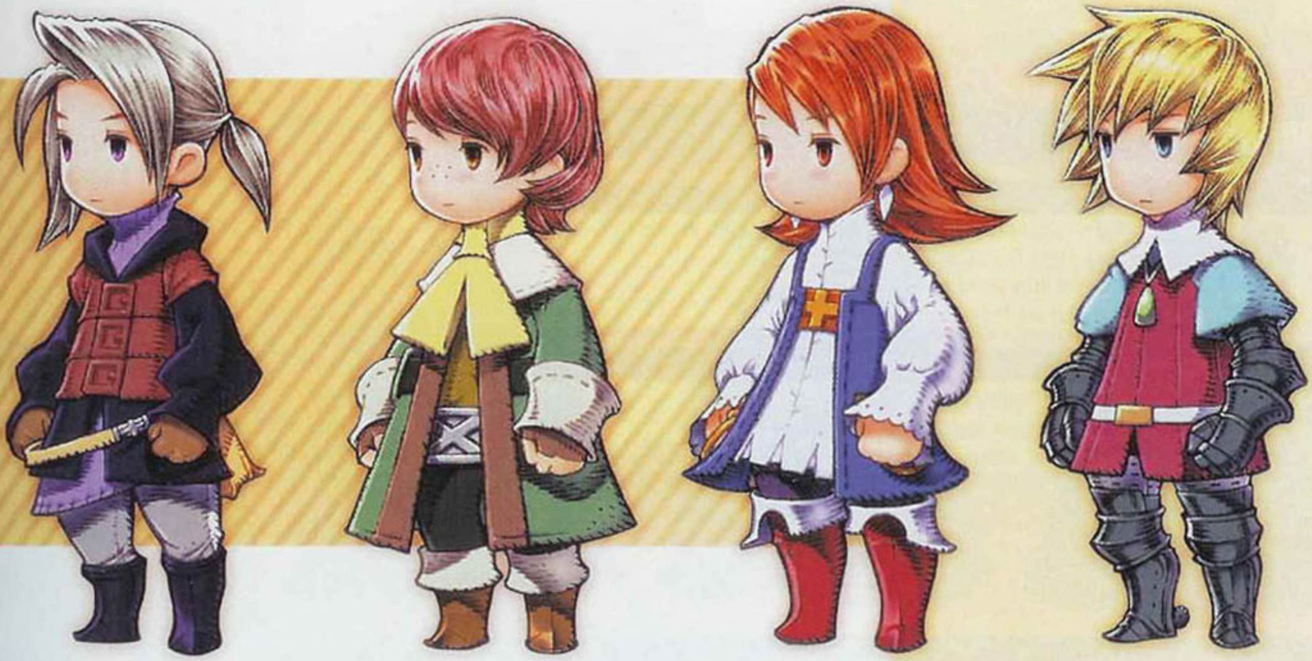
94	50	50	50	50	50
95	50	50	50	50	50
96	51	51	51	51	51
97	51	51	51	51	51
98	52	52	52	52	52
99	52	52	52	52	52

Magic Points by Level

LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1
1	1	12	8	23	13	34	16	45	18	56	20	67	20	78	20	89	20
2	2	13	8	24	14	35	16	46	19	57	20	68	20	79	20	90	20
3	3	14	9	25	14	36	16	47	19	58	20	69	20	80	20	91	22
4	4	15	9	26	14	37	17	48	19	59	20	70	20	81	20	92	25
5	4	16	10	27	15	38	17	49	19	60	20	71	20	82	20	93	27
6	5	17	10	28	15	39	17	50	20	61	20	72	20	83	20	94	30
7	5	18	11	29	15	40	17	51	20	62	20	73	20	84	20	95	32
8	6	19	11	30	15	41	17	52	20	63	20	74	20	85	20	96	35
9	6	20	12	31	15	42	18	53	20	64	20	75	20	86	20	97	40
10	7	21	12	32	16	43	18	54	20	65	20	76	20	87	20	98	45
11	7	22	13	33	16	44	18	55	20	66	20	77	20	88	20	99	50



Party Role

Although Freelancers do a bit of everything, they have limited access to magic and lack the ability to equip many types of weapons and armor. When they're the only game in town (before you gain access to other Jobs), Freelancers are great. After obtaining the first set of jobs from the Crystal of Wind, though, Freelancers end up looking like second-rate Red Mages.

End Game Viability

Freelancers don't offer much to a group who is pushing through the final dungeons. Their stats don't match the other classes at higher levels, and their level 1 spells aren't effective. If you're looking for a real challenge, however, a party of Freelancers most certainly ratchets up the difficulty level of completing *FINAL FANTASY III!*

Celestial Gloves

Defense	40
Magic Defense	18
All Stats	+15

LEVEL 99

BLACK MAGE

Black Mages are casters who specialize in offensive magic. Despite their appearance, they can take a few hits, too.

Additional Combat Commands

Magic

Black Mages can use Level 1 to Level 7 Black Magic spells.

Black Magic

Fire, Blizzard, Sleep, Thunder, Poison, Blind, Fira, Blizzara, Thundara, Break, Blizzaga, Shade, Thundaga, Raze, Erase, Firaga, Bio, Warp, Quake, Breakga, Drain

LEVEL 7?

All stats and magic points provided in this guide are listed starting at the level of the boss you must defeat to gain access to that job.

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod, Lilith Rod
Bows	Bow, Great Bow, Killer Bow
Arrows	Wooden Arrow, Holy Arrow, Iron Arrow

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
7	9	9	9	8	7
8	9	9	9	9	8
9	10	10	10	9	8
10	10	10	10	10	9
11	11	11	11	11	10
12	11	12	12	12	10
13	12	12	12	12	11
14	12	13	13	13	11
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55	31	37	37	41	27
56	32	38	38	42	28
57	32	38	38	42	28
58	33	39	39	43	29
59	33	39	39	44	29
60	34	40	40	44	29
61	34	41	41	45	30
62	35	41	41	46	30
63	35	42	42	46	31
64	36	42	42	47	31
65	36	43	43	48	31
66	37	43	43	48	32
67	37	44	44	49	32
68	37	45	45	50	33
69	38	45	45	50	33
70	38	46	46	51	33
71	39	46	46	52	34
72	39	47	47	53	34
73	40	48	48	53	35
74	40	48	48	54	35
75	41	49	49	55	35
76	41	49	49	55	36
77	42	50	50	57	37
78	42	51	51	57	37
79	43	51	51	58	37
80	43	52	52	59	38
81	44	52	52	59	38
82	44	53	53	59	38
83	44	54	54	60	39
84	45	54	54	61	39
85	45	55	55	61	39
86	46	55	55	62	40
87	46	56	56	63	40
88	47	56	56	63	41
89	47	57	57	64	41
90	48	58	58	65	41
91	48	58	58	66	42
92	49	59	59	66	42
93	49	59	59	67	43
94	50	60	60	68	43
95	50	61	61	68	43
96	51	61	61	69	44
97	51	62	62	70	44
98	52	62	62	70	45
99	52	63	63	71	45

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7
7	10						
8	11	1					
9	12	2					
10	13	2	1				
11	14	3	1				
12	15	3	2				
13	16	4	2	1			
14	17	4	2	1			
15	18	5	3	1			
16	19	5	3	2			
17	20	6	4	2			
18	21	6	4	2			
19	22	7	5	3			
20	23	7	5	3			
21	24	8	6	4			
22	25	8	6	4			
23	26	9	6	4			
24	27	9	7	5			
25	28	10	7	5			
26	29	10	7	5	1		
27	30	11	8	6	1		
28	31	11	8	6	1		
29	32	12	8	6	2		
30	33	12	9	7	2	1	
31	34	13	9	7	2	1	
32	35	13	9	8	2	1	
33	36	14	9	8	3	2	
34	37	14	10	8	3	2	
35	38	15	10	9	3	2	1
36	39	15	10	9	3	2	1
37	40	16	11	9	4	3	1
38	41	16	11	10	4	3	1
39	42	17	11	10	4	3	2
40	43	17	12	10	4	3	2
41	44	18	12	11	4	3	2
42	45	18	12	11	5	4	2
43	46	19	12	12	5	4	2
44	47	19	13	12	5	4	2
45	48	20	13	12	5	4	2
46	49	20	13	13	6	4	3
47	50	21	14	13	6	5	3
48	51	21	14	13	6	5	3
49	52	22	14	14	6	5	3
50	53	22	15	14	7	5	3
51	54	23	15	14	7	6	3
52	55	23	15	15	7	6	3
53	56	26	15	15	7	6	4
54	57	24	16	16	8	6	4
55	58	25	16	16	8	6	4
56	59	25	16	16	8	7	4
57	60	26	17	17	8	7	4
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59	62	27	17	17	9	7	4
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62	65	28	18	19	9	8	5
63	66	29	18	19	10	8	5
64	67	29	19	19	10	8	5
65	68	30	19	20	10	9	5
66	69	30	19	20	10	9	5
67	70	31	20	20	11	9	6
68	71	31	20	21	11	9	6
69	72	32	20	21	11	9	6
70	73	32	21	21	11	10	6
71	74	33	21	22	11	10	6
72	75	33	21	22	12	10	6
73	76	34	21	23	12	10	6
74	77	34	22	23	12	11	6
75	78	35	22	23	12	11	7
76	79	35	22	24	13	11	7
77	80	36	23	24	13	11	7
78	81	36	23	24	13	11	7
79	82	37	23	25	13	12	7
80	83	37	24	25	14	12	7
81	84	38	24	25	14	12	7
82	85	39	24	26	14	12	8
83	86	39	24	26	14	13	8
84	87	40	25	27	15	13	8
85	88	40	25	27	15	13	8
86	89	41	25	27	15	13	8
87	90	41	26	28	15	13	8
88	91	42	26	28	15	14	8
89	92	42	26	28	16	14	9
90	93	43	27	29	16	14	9
91	94	43	27	29	16	14	9
92	95	44	27	29	16	14	9
93	96	44	27	30	17	15	9
94	97	45	28	30	17	15	9
95	98	45	28	31	17	15	9
96	99	46	28	31	17	15	10
97	99	46	29	31	18	16	10
98	99	47	29	32	18	16	10
99	99	47	29	32	18	16	10

Party Role

Black Mages provide consistent damage from the back row of your party. At early levels when Magic Points are at a premium, the ability to use a few bows enhances the amount of time the party can wander the map while trying to gain levels, or while you're trying to make a long run through a dungeon. Staying in the back row also helps keep down the amount of damage a party will take.

End Game Viability

The lack of Level 8 magic hurts the Black Mage during the latter stages of *FINAL FANTASY III*, especially during the trips to the Crystal Tower and World of Darkness. Black Mages are top-heavy in their Magic Point pool. They have a huge number of low-level spells at their disposal, but these spells don't cut it when you're facing powerful, high-level foes.

Lilith Rod

Attack	110
Stat Bonus	+20 Intellect
Note	Casts Death.

LEVEL 99

MONK

Monks are very resilient melee fighters. Their Retaliate ability allows them to counterattack while on the defensive.

Additional Combat Commands

Retaliate

Retalitate is a partial guard stance from which a Monk will counterattack any enemy that strikes with a physical attack.

Equipment List

WEAPONS	
Fist Weapons	Bronze Knuckles, Sonic Knuckles, Impact Claws, Cat Claws, Kaiser Knuckles, Wyvern Claws, Tiger Claws, Faerie Claws, Metal Knuckles, Dark Claws, Hellish Claws

ARMOR	
Head Armor	Leather Cap, Headband, Feathered Hat, Black Cowl, Chakra Band, Ribbon
Body Armor	Vest, Leather Mail, Kenpo Gi, Black Garb, Black Belt Gi
Arms Armor	Bronze Bracers, Mythril Gloves, Power Bracers, Diamond Gloves, Protect Ring, Shura Gloves

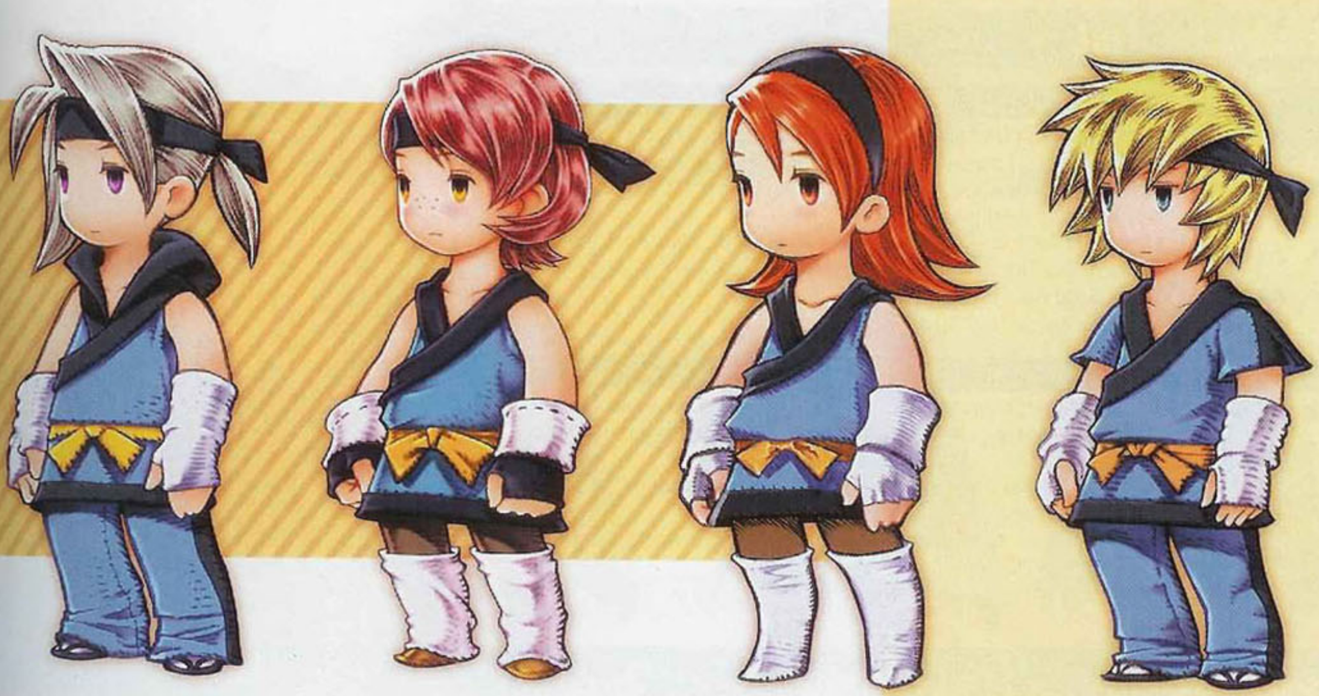
Stats

LV	STR	AGL	VIT	INT	MIND
7	9	9	8	6	7
8	10	9	9	7	8
9	11	10	9	8	8
10	11	10	10	9	9
11	12	11	11	9	10
12	13	12	12	10	10
13	14	12	12	10	11
14	15	13	13	10	11
15	16	13	14	11	12
16	16	14	14	11	12
17	17	14	15	11	12
18	18	15	16	12	13
19	19	16	16	12	13
20	20	16	17	12	14
21	21	17	18	13	14
22	21	17	18	13	14
23	22	18	19	13	15
24	23	19	20	14	15
25	24	19	20	14	16
26	25	20	21	14	16
27	25	20	22	14	16
28	26	21	22	15	17
29	27	22	23	15	17
30	28	22	24	15	18

LV	STR	AGL	VIT	INT	MIND
31	29	23	25	16	18
32	30	23	25	16	18
33	30	24	26	16	19
34	31	25	27	17	19
35	32	25	27	17	20
36	33	26	28	17	20
37	34	26	29	18	20
38	35	27	29	18	21
39	35	27	30	18	21
40	36	28	31	19	22
41	37	29	31	19	22
42	38	29	32	19	22
43	39	30	33	20	23
44	40	30	33	20	23
45	40	31	34	20	24
46	41	32	35	21	24
47	42	32	35	21	24
48	43	33	36	21	25
49	44	33	37	22	25
50	45	34	38	22	26
51	45	35	38	22	26
52	46	35	39	23	26
53	47	36	40	23	27
54	48	36	40	23	27

LV	STR	AGL	VIT	INT	MIND
55	49	37	41	24	27
56	49	38	42	24	28
57	50	38	42	24	28
58	51	39	43	25	29
59	52	39	44	25	29
60	53	40	44	25	29
61	54	41	45	26	30
62	54	41	46	26	30
63	55	42	46	26	31
64	56	42	47	27	31
65	57	43	48	27	31
66	58	43	48	27	32
67	59	44	49	28	32
68	59	45	50	28	33
69	60	45	50	28	33
70	61	46	51	29	33
71	62	46	52	29	34
72	63	47	53	29	34
73	64	48	53	30	35
74	64	48	54	30	35
75	65	49	55	30	35
76	66	49	55	30	36
77	67	50	56	31	36
78	68	51	57	31	37

LV	STR	AGL	VIT	INT	MIND
79	68	51	57	31	37
80	69	52	58	32	37
81	70	52	59	32	38
82	71	53	59	32	38
83	72	54	60	33	39
84	73	54	61	33	39
85	73	55	61	33	39
86	74	55	62	34	40
87	75	56	63	34	40
88	76	56	63	34	41
89	77	57	64	35	41
90	78	58	65	35	41
91	78	58	66	35	42
92	79	59	66	36	42
93	80	59	67	36	43
94	81	60	68	36	43
95	82	61	68	37	43
96	83	61	69	37	44
97	83	62	70	37	44
98	84	62	70	38	45
99	85	63	71	38	45



Party Role

A Monk's role in a party focuses on pure physical damage. They don't have access to heavy armor, so they can't take much punishment. They hit hard but are also difficult to hit!

End Game Viability

Black Belts surpass Monks from a statistical standpoint and they use essentially the same equipment. There's really no reason to choose a Monk over a Black Belt. A Monk's special combat command requires him to be hit with a physical attack in order to activate it. This isn't necessarily what you're looking for against enemies that hit twice per round and use a mix of magic and melee attacks.

Shura Gloves

Defense	45
Magic Defense	19
Stat Bonus	+20 Strength

LEVEL 99

RED MAGE

Red mages can use white and black magic, but they're restricted to using lower-level spells from both schools.

Additional Combat Commands

Magic

Red Mages can use Level 1 to Level 5 Black and White Magic spells.

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Main Gauche, Poison Dagger
Swords	Golden Sword, Longsword, Wightslayer, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Defender, Break Blade, Excalibur, Ultima Weapon
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod
Bows	Bow, Great Bow, Killer Bow
Arrows	Wooden Arrow, Holy Arrow, Iron Arrow

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Aegis Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Ribbon, Crystal Helm
Body Armor	Vest, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Reflect Mail, White Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
7	9	9	9	9	9
8	9	9	9	9	9
9	10	10	10	10	10
10	10	10	10	10	10
11	11	11	11	11	11
12	11	11	12	12	12
13	12	12	12	12	12
14	12	12	13	13	13
15	13	13	13	13	13
16	13	13	14	14	14
17	14	14	14	14	14
18	14	14	15	15	15
19	14	14	16	16	16
20	15	15	16	16	16
21	15	15	17	17	17
22	16	16	17	17	17
23	16	16	18	18	18
24	17	17	19	19	19
25	17	17	19	19	19
26	18	18	20	20	20
27	18	18	20	20	20
28	19	19	21	21	21
29	19	19	22	22	22
30	20	20	22	22	22
31	20	20	23	23	23
32	21	21	23	23	23
33	21	21	24	24	24
34	21	21	25	25	25
35	22	22	25	25	25
36	22	22	26	26	26
37	23	23	26	26	26
38	23	23	27	27	27
39	24	24	27	27	27
40	24	24	28	28	28
41	25	25	29	29	29
42	25	25	29	29	29
43	26	26	30	30	30
44	26	26	30	30	30
45	27	27	31	31	31
46	27	27	32	32	32
47	28	28	32	32	32
48	28	28	33	33	33
49	29	29	33	33	33
50	29	29	34	34	34
51	29	29	35	35	35
52	30	30	35	35	35
53	30	30	36	36	36
54	31	31	36	36	36
55	31	31	37	37	37
56	32	32	38	38	38
57	32	32	38	38	38
58	33	33	39	39	39
59	33	33	39	39	39
60	34	34	40	40	40
61	34	34	41	41	41
62	35	35	41	41	41
63	35	35	42	42	42
64	36	36	42	42	42
65	36	36	43	43	43
66	37	37	43	43	43
67	37	37	44	44	44
68	37	37	45	45	45
69	38	38	45	45	45
70	38	38	46	46	46
71	39	39	46	46	46
72	39	39	47	47	47
73	40	40	48	48	48
74	40	40	48	48	48
75	41	41	49	49	49
76	41	41	49	49	49
77	42	42	50	50	50
78	42	42	51	51	51
79	43	43	51	51	51
80	43	43	52	52	52
81	44	44	52	52	52
82	44	44	53	53	53
83	44	44	54	54	54
84	45	45	54	54	54
85	45	45	55	55	55
86	46	46	55	55	55
87	46	46	56	56	56
88	47	47	56	56	56
89	47	47	57	57	57
90	48	48	58	58	58
91	48	48	58	58	58
92	49	49	59	59	59
93	49	49	59	59	59
94	50	50	60	60	60
95	50	50	61	61	61
96	51	51	61	61	61
97	51	51	62	62	62
98	52	52	62	62	62
99	52	52	63	63	63

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5
7	7				
8	7	1			
9	8	1			
10	8	1			
11	8	2	1		
12	9	2	1		
13	9	2	1		
14	10	3	1	1	
15	10	3	2	1	
16	11	3	2	1	
17	11	4	2	1	
18	12	4	2	1	
19	12	4	3	2	
20	13	5	3	2	
21	13	5	3	2	
22	13	5	3	2	
23	14	6	4	2	
24	14	6	4	3	
25	15	6	4	3	
26	15	7	4	3	
27	16	7	5	3	
28	16	7	5	3	
29	17	8	5	4	1
30	17	8	5	4	1
31	18	8	6	4	1
32	18	9	6	4	1
33	18	9	6	4	1
34	19	9	6	5	2
35	19	10	7	5	2
36	20	10	7	5	2
37	20	10	7	5	2
38	21	11	7	5	2
39	21	11	8	6	2
40	22	11	8	6	2
41	22	12	8	6	3
42	23	12	8	6	3
43	23	12	9	6	3
44	24	13	9	7	3
45	24	13	9	7	3
46	24	13	9	7	3
47	25	14	10	7	3
48	25	14	10	7	4
49	26	14	10	8	4
50	26	15	10	8	4
51	27	15	11	8	4
52	27	15	11	8	4
53	28	16	11	8	4
54	28	16	11	8	4
55	29	16	12	9	5
56	29	17	12	9	5
57	29	17	12	9	5
58	30	17	12	9	5
59	30	18	13	9	5
60	31	18	13	10	5
61	31	18	13	10	5
62	32	19	13	10	6
63	32	19	13	10	6
64	33	19	14	10	6
65	33	20	14	10	6
66	34	20	14	11	6
67	34	20	14	11	6
68	34	21	15	11	7
69	35	21	15	11	7
70	35	21	15	11	7
71	36	22	15	11	7
72	36	22	15	12	7
73	37	22	16	12	7
74	37	23	16	12	7
75	38	23	16	12	8
76	38	23	16	12	8
77	39	24	17	13	8
78	39	24	17	13	8
79	40	24	17	13	8
80	40	25	17	13	8
81	40	25	17	13	8
82	41	25	18	13	9
83	41	26	18	14	9
84	42	26	18	14	9
85	42	26	18	14	9
86	43	27	19	14	9
87	43	27	19	14	9
88	44	27	19	15	9
89	44	28	19	15	10
90	45	28	19	15	10
91	45	28	20	15	10
92	45	29	20	15	10
93	46	29	20	15	10
94	46	29	20	16	10
95	47	30	21	16	10
96	47	30	21	16	11
97	48	30	21	16	11
98	48	30	21	16	11
99	49	31	21	16	11

Party Role

Red Mages are incredibly versatile (they can assume healing roles, or a damage dealer by using spells and melee attacks), so include them in your party up until the point where level 6 magic becomes available. They have access to Black and White Magic, good armor and shields, plus their swords inflict decent melee damage.

End Game Viability

While incredibly powerful early in the game, a Red Mage's spell casting limitations prove difficult for the class to overcome. The final dungeons require specialization and the Red Mage is the ultimate general purpose job.

Crimson Vest

Defense	50
Magic Defense	25
Stat Bonus	All Stats +10

LEVEL 99

THIEF

Thieves are very fast and agile, capable of swinging their weapons with incredible speed. They also have the ability to pick locke doors. Their Steal ability enables them to take items from enemies. Also, everyone will take less damage while escaping if the use Flee.

Additional Combat Commands

Steal

Instead of attacking an enemy, the Thief picks the enemy's pocket! Unfortunately, most enemies do not carry items of value, so get used to seeing Potions and Hi-Potions when using this ability.

Flee

Takes the place of Guard. Flee is an improved version of Run Away, which reduces any potential damage taken while escaping from a fight.

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger, Behemoth Knife, Air Knife, Dark Knife, Lust Dagger, Gladius
Thrown Weapons	Boomerang, Chakram, Rising Sun, Moonring Blade

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Black Cowl, Ribbon
Body Armor	Vest, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Black Garb
Arms Armor	Bronze Bracers, Mythril Gloves, Thief Gloves, Power Bracers, Diamond Gloves, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
7	9	9	9	7	6
8	9	10	9	8	7
9	10	11	10	8	8
10	10	11	10	9	9
11	11	12	11	10	9
12	12	13	12	10	10
13	12	14	12	11	10
14	13	15	13	11	10
15	13	16	13	12	11
16	14	16	14	12	11
17	14	17	14	12	11
18	15	18	15	13	12
19	16	19	16	13	12
20	16	20	16	14	12
21	17	21	17	14	13
22	17	22	17	14	13
23	18	23	18	15	13
24	19	24	19	15	14
25	19	25	19	16	14
26	20	26	20	16	14
27	20	27	20	16	14
28	21	28	21	17	15
29	22	29	22	17	15
30	22	30	22	18	15
31	23	31	23	18	16
32	23	32	23	18	16
33	24	33	24	19	16
34	25	34	25	19	17
35	25	35	25	20	17
36	26	36	26	20	17
37	26	37	26	20	18
38	27	38	27	21	18
39	27	39	27	21	18
40	28	40	28	22	19
41	29	41	29	22	19
42	29	42	29	22	19
43	30	43	30	23	20
44	30	44	30	23	20
45	31	45	31	24	20
46	32	46	32	24	21
47	32	47	32	24	21
48	33	48	33	25	21
49	33	49	33	25	22
50	34	50	34	26	22
51	35	51	35	26	22
52	35	52	35	26	23
53	36	53	36	27	23
54	36	54	36	27	23
55	37	55	37	27	24
56	38	56	38	28	24
57	38	57	38	28	24
58	39	58	39	29	25
59	39	59	39	29	25
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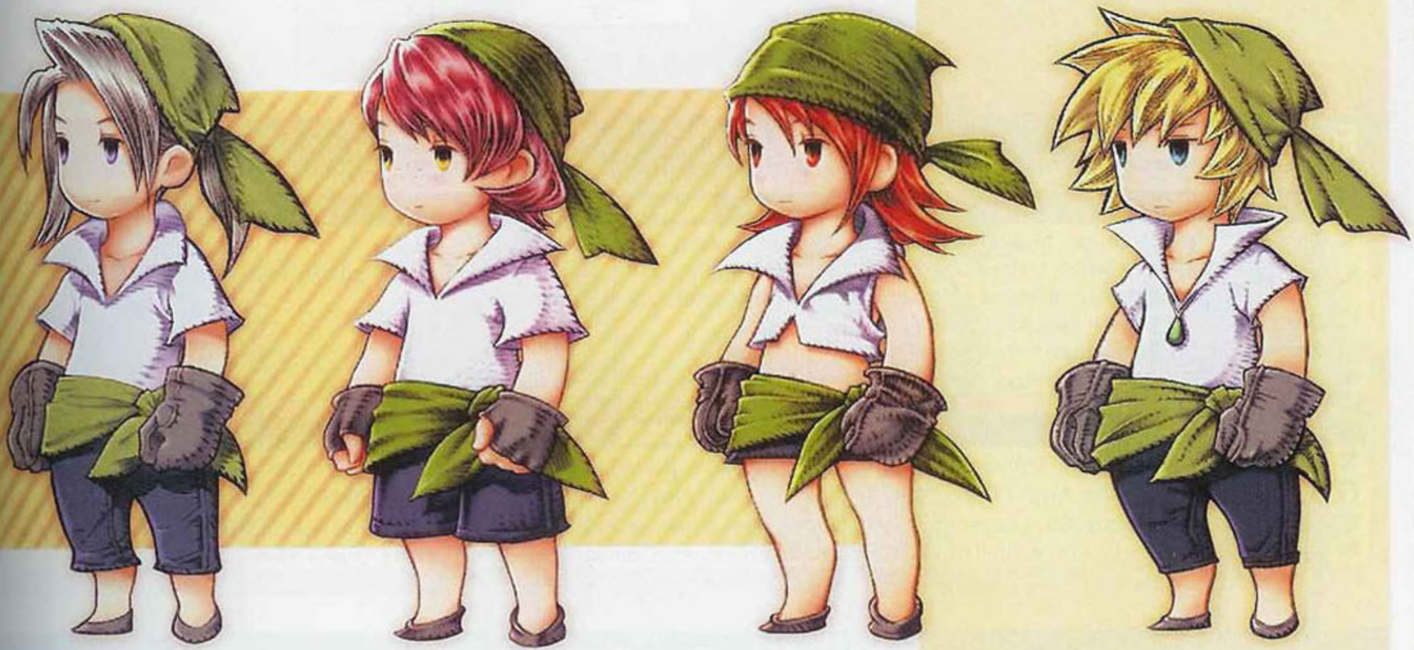
61	41	61	41	30	26
62	41	62	41	30	26
63	42	63	42	31	26
64	42	64	42	31	27
65	43	65	43	31	27
66	43	66	43	32	27
67	44	67	44	32	28
68	45	68	45	33	28
69	45	69	45	33	28
70	46	70	46	33	29
71	46	71	46	34	29
72	47	72	47	34	29
73	48	73	48	35	30
74	48	74	48	35	30
75	49	75	49	35	30
76	49	76	49	36	30
77	50	77	50	36	31
78	51	78	51	37	31
79	51	79	51	37	31
80	52	80	52	37	32
81	52	81	52	38	32
82	53	82	53	38	32
83	54	83	54	39	33
84	54	84	54	39	33
85	55	85	55	39	33
86	55	86	55	40	34
87	56	87	56	40	34
88	56	88	56	41	34
89	57	89	57	41	35
90	58	90	58	41	35
91	58	91	58	42	35
92	59	92	59	42	36
93	59	93	59	43	36
94	60	94	60	43	36
95	61	95	61	43	37
96	61	96	61	44	37
97	62	97	62	44	37
98	62	98	62	45	38
99	63	99	63	45	38



Party Role

With their unmatched Agility, Thieves often act first in any round of combat in most encounters. While their weapon choices are limited, daggers are always a solid weapon choice and thrown weapons are another good option. Equipping such weapons helps to minimize the damage this job takes due to its limited access to thicker armor. Beyond Steal and Flee, the Thief job has an additional trick when placed in the initial spot in the party order: The ability to unlock doors that normally require a Magic Key.

End Game Viability

Just like some of the jobs that are acquired from the Crystal of Wind, the Thief just doesn't quite measure up to the jobs that are acquired later. If the Thief could steal a greater variety of items from bosses (Hi-Potions and Phoenix Downs are nice, but...) there would be a better reason to bring along a Thief.

Gladius

Attack	130
Stat Bonus	+20 Agility

LEVEL 99

WARRIOR

Warriors are weapon experts. Their Advance ability enables them to deal even more damage than normal, but they also get hit harder.

Combat Commands

Advance

The melee ability Advance gives Warriors an extra pop when striking enemies. The following table shows the bonus damage incurred from the use of Advance. Keep in mind that using Advance leaves Warriors vulnerable to enemy attacks and the Warrior will take additional damage if struck after the use of Advance.

JOB LV	DMG BON
1–10	1.5
11-21	1.6
22-32	1.7
33-43	1.8
44-54	1.9
55-65	2.0
66-76	2.1
77-87	2.2
88-98	2.3
99	2.4

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger
Swords	Golden Sword, Longsword, Wightslayer, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Blood Sword, Ancient Sword, Defender, Break Blade, Ragnarok, Ultima Weapon
Bows	Bow, Great Bow, Killer Bow
Arrows	Wooden Arrow, Holy Arrow, Iron Arrow
Axes	Viking Axe, Battleaxe, Dual Tomahawk, Rune Axe, Demon Axe, Dual Haken, Gigantic Axe

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Heroic Shield, Demon Shield, Diamond Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Diamond Helm, Ribbon, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Reflect Mail, Demon Mail, Diamond Mail, Crystal Mail
Arms Armor	Bronze Bracers, Mythril Gloves, Gauntlets, Power Bracers, Diamond Gloves, Protect Ring, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
7	8	8	9	7	7
8	9	9	9	8	8
9	9	9	10	8	8
10	10	10	10	9	9
11	11	11	11	10	10
12	12	12	12	10	10
13	12	12	12	11	11
14	13	13	13	11	11
15	14	14	13	12	12
16	14	14	14	12	12
17	15	15	14	12	12
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21	18	18	17	14	14
22	18	18	17	14	14
23	19	19	18	15	15
24	20	20	19	15	15
25	20	20	19	16	16
26	21	21	20	16	16
27	22	22	20	16	16
28	22	22	21	17	17
29	23	23	22	17	17
30	24	24	22	18	18
31	25	25	23	18	18
32	25	25	23	18	18
33	26	26	24	19	19
34	27	27	25	19	19
35	27	27	25	20	20
36	28	28	26	20	20
37	29	29	26	20	20
38	29	29	27	21	21
39	30	30	27	21	21
40	31	31	28	22	22
41	31	31	29	22	22
42	31	32	29	22	22
43	33	33	30	23	23
44	33	33	30	23	23
45	34	34	31	24	24
46	35	35	32	24	24
47	35	35	32	24	24
48	36	36	33	25	25
49	37	37	33	25	25
50	38	38	34	26	26
51	38	38	35	26	26
52	39	39	35	26	26
53	40	40	36	27	27
54	40	40	36	27	27
55	41	41	37	27	27
56	42	42	38	28	28
57	42	42	38	28	28
58	43	43	39	29	29
59	44	44	39	29	29
60	44	44	40	29	29
61	45	45	41	30	30
62	46	46	41	30	30
63	46	46	42	31	31
64	47	47	42	31	31
65	48	48	43	31	31
66	48	48	43	32	32
67	49	49	44	32	32
68	50	50	45	33	33
69	50	50	45	33	33
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76	55	55	49	36	36
77	56	56	50	36	36
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80	58	58	52	37	37
81	59	59	52	38	38
82	59	59	53	38	38
83	60	60	54	39	39
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88	63	63	56	41	41
89	64	64	57	41	41
90	65	65	58	41	41
91	66	66	58	42	42
92	66	66	59	42	42
93	67	67	59	43	43
94	68	68	60	43	43
95	68	68	61	43	43
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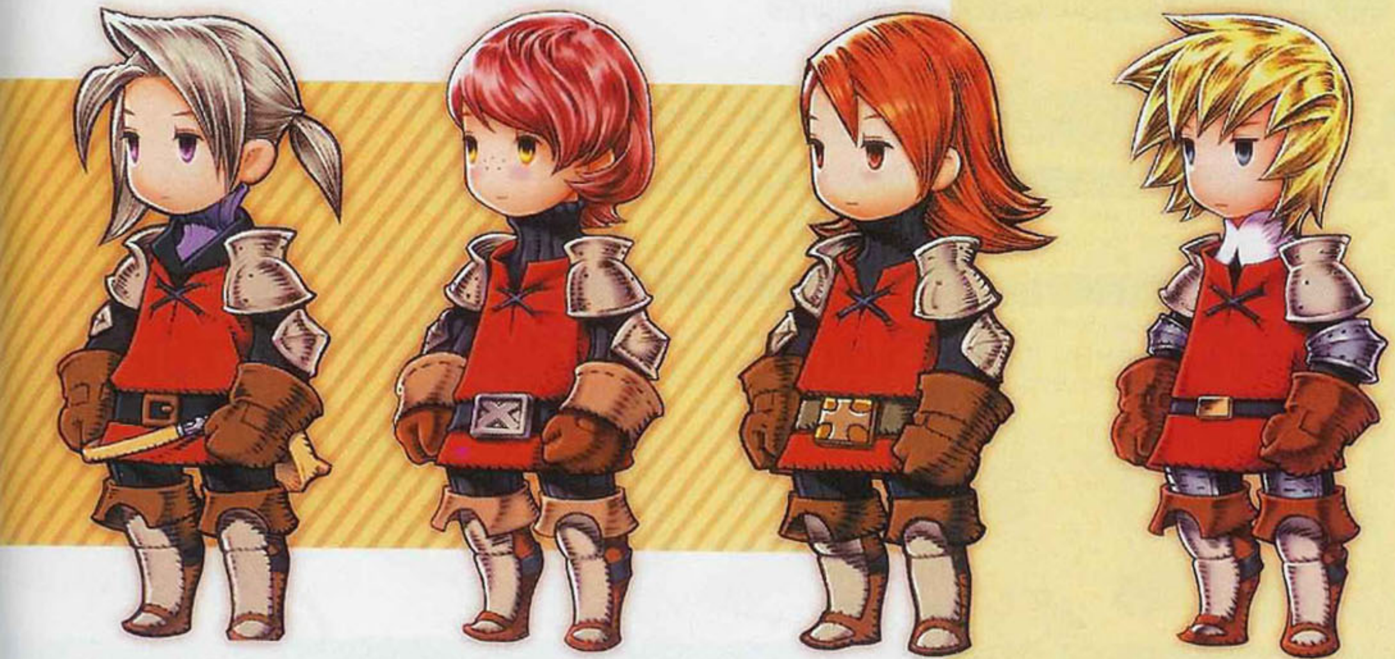
97	70	70	62	44	44
98	70	70	62	45	45
99	71	71	63	45	45



Party Role

Warriors are the first job available that is designed to stand on the front lines and absorb the brunt of enemy damage. Even better, Warriors can also dish out some pain! Warriors have access to the heaviest armor and powerful weapons, like swords and axes.

End Game Viability

Unfortunately, the Knight and Viking jobs, which are similar to the Warrior, are superior in every stat, with the exception of Agility. Advance is wonderful for dealing huge chunks of damage in a single turn, but the enemies that appear toward the end of the game hit with enough power that the resulting damage a Warrior would take post-Advance could be enough to drop that character in one shot. Save Warriors for times when you're trying to gain experience and job levels against slightly lower-level enemies.

Gigantic Axe

Attack	155
Stat Bonus	+20 Strength

LEVEL 99

WHITE MAGE

White Mages are casters who specialize in restorative magic. They're not physically strong, but their willpower is incomparable!

Combat Commands

Magic

White Mages have access to Level 1 to Level 7 White Magic.

White Magic

Cure, Poisona, Sight, Aero, Toad, Mini, Cura, Teleport, Blindna, Libra, Confuse, Silence, Curaga, Raise, Protect, Aeroga, Stona, Haste, Curaja, Esuna, Reflect

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Elder Staff, Fire Rod, Ice Rod, Light Rod

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, White Robe, Angel Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
7	9	9	9	7	8
8	9	9	9	8	9
9	10	10	10	8	9
10	10	10	10	9	10
11	11	11	11	10	11
12	11	12	12	10	12
13	12	12	12	11	12
14	12	13	13	11	13
15	13	13	13	12	14
16	13	14	14	12	14
17	14	14	14	12	15
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32	21	23	23	18	25
33	21	24	24	19	26
34	21	25	25	19	27
35	22	25	25	20	27
36	22	26	26	20	28
37	23	26	26	20	29
38	23	27	27	21	29
39	24	27	27	21	30
40	24	28	28	22	31
41	25	29	29	22	31
42	25	29	29	22	32
43	26	30	30	23	33
44	26	30	30	23	33
45	27	31	31	24	34
46	27	32	32	24	35
47	28	32	32	24	35
48	28	33	33	25	36
49	29	33	33	25	37
50	29	34	34	26	38
51	29	35	35	26	38
52	30	35	35	26	39
53	30	36	36	27	40
54	31	36	36	27	40
55	31	37	37	27	41
56	32	38	38	28	42
57	32	38	38	28	42
58	33	39	39	29	43
59	33	39	39	29	44
60	34	40	40	29	44
61	34	41	41	30	45
62	35	41	41	30	46
63	35	42	42	31	46
64	36	42	42	31	47
65	36	43	43	31	48
66	37	43	43	32	48
67	37	44	44	32	49
68	37	45	45	33	50
69	38	45	45	33	50
70	38	46	46	33	51
71	39	46	46	34	52
72	39	47	47	34	53
73	40	48	48	35	53
74	40	48	48	35	54
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76	41	49	49	36	55
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78	42	51	51	37	57
79	43	51	51	37	58
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81	44	52	52	38	59
82	44	53	53	38	59
83	44	54	54	39	60
84	45	54	54	39	61
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87	46	56	56	40	63
88	47	56	56	41	63
89	47	57	57	41	64
90	48	58	58	41	65
91	48	58	58	42	66
92	49	59	59	42	66
93	49	59	59	43	67
94	50	60	60	43	68
95	50	61	61	43	68
96	51	61	61	44	69
97	51	62	62	44	70
98	52	62	62	45	70
99	52	63	63	45	71

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7
7	10						
8	11	1					
9	12	2					
10	13	2	1				
11	14	3	1				
12	15	3	2				
13	16	4	2	1			
14	17	4	2	1			
15	18	5	3	1			
16	19	5	3	2			
17	20	6	4	2			
18	21	6	4	2			
19	22	7	5	3			
20	23	7	5	3			
21	24	8	6	4			
22	25	8	6	4			
23	26	9	6	4			
24	27	9	7	5			
25	28	10	7	5			
26	29	10	7	5	1		
27	30	11	8	6	1		
28	31	11	8	6	1		
29	32	12	8	6	2		
30	33	12	9	7	2	1	
31	34	13	9	7	2	1	
32	35	13	9	8	2	1	
33	36	14	9	8	3	2	
34	37	14	10	8	3	2	
35	38	15	10	9	3	2	1
36	39	15	10	9	3	2	1
37	40	16	11	9	4	3	1
38	41	16	11	10	4	3	1
39	42	17	11	10	4	3	2
40	43	17	12	10	4	3	2
41	44	18	12	11	4	3	2
42	45	18	12	11	5	4	2
43	46	19	12	12	5	4	2
44	47	19	13	12	5	4	2
45	48	20	13	12	5	4	2
46	49	20	13	13	6	4	3
47	50	21	14	13	6	5	3
48	51	21	14	13	6	5	3
49	52	22	14	14	6	5	3
50	53	22	15	14	7	5	3
51	54	23	15	14	7	6	3
52	55	23	15	15	7	6	3
53	56	26	15	15	7	6	4
54	57	24	16	16	8	6	4
55	58	25	16	16	8	6	4
56	59	25	16	16	8	7	4
57	60	26	17	17	8	7	4
58	61	26	17	17	8	7	4
59	62	27	17	17	9	7	4
60	63	27	18	18	9	8	5
61	64	28	18	18	9	8	5
62	65	28	18	19	9	8	5
63	66	29	18	19	10	8	5
64	67	29	19	19	10	8	5
65	68	30	19	20	10	9	5
66	69	30	19	20	10	9	5
67	70	31	20	20	11	9	6
68	71	31	20	21	11	9	6
69	72	32	20	21	11	9	6
70	73	32	21	21	11	10	6
71	74	33	21	22	11	10	6
72	75	33	21	22	12	10	6
73	76	34	21	23	12	10	6
74	77	34	22	23	12	11	6
75	78	35	22	23	12	11	7
76	79	35	22	24	13	11	7
77	80	36	23	24	13	11	7
78	81	36	23	24	13	11	7
79	82	37	23	25	13	12	7
80	83	37	24	25	14	12	7
81	84	38	24	25	14	12	7
82	85	39	24	26	14	12	8
83	86	39	24	26	14	13	8
84	87	40	25	27	15	13	8
85	88	40	25	27	15	13	8
86	89	41	25	27	15	13	8
87	90	41	26	28	15	13	8
88	91	42	26	28	15	14	8
89	92	42	26	28	16	14	9
90	93	43	27	29	16	14	9
91	94	43	27	29	16	14	9
92	95	44	27	29	16	14	9
93	96	44	27	30	17	15	9
94	97	45	28	30	17	15	9
95	98	45	28	31	17	15	9
96	99	46	28	31	17	15	10
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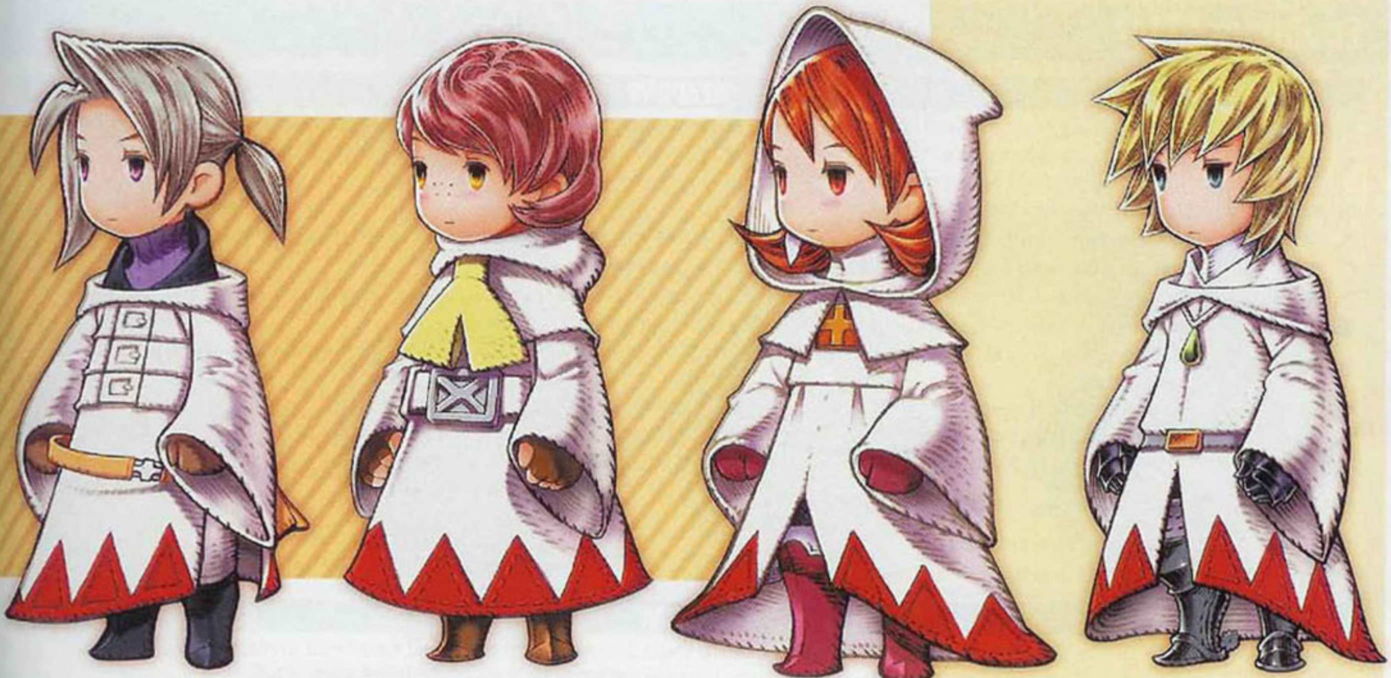
99	99	47	29	32	18	16	10



Party Role

White Mages are dedicated healers with limited offensive abilities. It's best to use their Magic Points for healing, which isn't always necessary. Keep White Mages from wasting turns with ineffective melee attacks; instead, use weapons that cast Black Magic spells when selected through the Item menu.

End Game Viability

The White Mage's inability to use Level 8 spells doesn't hurt his value to the party until you encounter the enemies in the World of Darkness. If there's another character in the party who can use Arise (a Sage or Devout) and you want the security of another healer, a White Mage wearing an Angel Robe (with its unmatched 48 Magic Defense and +28 Mind) is an excellent choice.

Angel Robe

Defense	45
Magic Defense	48
Stat Bonus	+28 Mind

LEVEL 99

ONION KNIGHT

The way of the onion knight is a long and hard one...but once you master the job, the rewards just might be worth it!

Additional Combat Commands

Magic

Onion Knights use White and Black Magic, ranging from Level 1 through Level 8.

Black Magic

Fire, Blizzard, Sleep, Thunder, Poison, Blind, Fira, Blizzara, Thundara, Break, Blizzaga, Shade, Thundaga, Raze, Erase, Firaga, Bio, Warp, Quake, Breakga, Drain, Flare, Death, Meteor

White Magic

Cure, Poisona, Sight, Aero, Toad, Mini, Cura, Teleport, Blindna, Libra, Confuse, Silence, Curaga, Raise, Protect, Aeroga, Stona, Haste, Curaja, Esuna, Reflect, Tornado, Arise, Holy, Fire

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger, Behemoth Knife, Air Knife, Dark Knife, Lust Dagger
Swords	Golden Sword, Longsword, Wightslayer, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Blood Sword, Ancient Sword, Defender, Break Blade, Excalibur, Ragnarok, Onion Sword, Onion Blade, Ultima Weapon
Katanas	Ashura, Kotetsu, Kiku-Ichimonji, Masamune
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Elder Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod
Bows	Bow, Great Bow, Killer Bow, Rune Bow, Selene Bow, Yoichi Bow, Eurytos Bow, Elven Bow
Arrows	Wooden Arrow, Holy Arrow, Iron Arrow, Fire Arrow, Ice Arrow, Light Arrow, Sleep Arrow, Poison Arrow, Medusa Arrow, Magic Arrow, Yoichi Arrow
Books	Book of Fire, Book of Ice, Book of Light, Tome of Fire, Tome of Ice, Tome of Light, Cognitome
Fist Weapons	Bronze Knuckles, Sonic Knuckles, Impact Claws, Cat Claws, Kaiser Knuckles, Wyvern Claws, Tiger Claws, Faerie Claws, Metal Knuckles, Dark Claws, Hellish Claws
Hammers	Hammer, Dragon Hammer, Triton Hammer, Platinum Hammer, Blessed Hammer
Axes	Viking Axe, Battleaxe, Dual Tomahawk, Rune Axe, Demon Axe, Dual Haken
Polearms	Thunder Spear, Wind Spear, Heavy Lance, Blood Lance, Trident, Dragon Lance, Holy Lance, Gungnir
Thrown Weapons	Boomerang, Chakram, Rising Sun, Moonring Blade
Bells	Diamond Bell, Earth Bell, Rune Bell
Harps	Madhura Harp, Loki Harp, Lamia Harp, Dream Harp, Apollo Harp

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Heroic Shield, Demon Shield, Diamond Shield, Aegis Shield, Genji Shield, Crystal Shield, Onion Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Headband, Ice Helm, Feathered Hat, Scholar Hat, Black Cowl, Chakra Band, Dragon Helm, Viking Helm, Diamond Helm, Ribbon, Genji Helm, Crystal Helm, Onion Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Mage Robe, Shell Armor, Ice Armor, Kenpo Gi, Scholar Robe, Flame Mail, Knight Armor, Black Garb, Reflect Mail, White Robe, Black Robe, Bard Vest, Black Belt Gi, Dragon Mail, Gaia Vest, Viking Mail, Demon Mail, Diamond Mail, Genji Armor, Fuma Garb, Crystal Mail, Onion Armor
Arms Armor	Bronze Bracers, Mythril Bracers, Mythril Gloves, Gauntlets, Thief Gloves, Rune Bracers, Power Bracers, Diamond Bracers, Diamond Gloves, Protect Ring, Genji Gloves, Crystal Gloves, Onion Gauntlets

Stats

LV	STR	AGL	VIT	INT	MIND
16	7	7	7	7	7
17	7	7	7	7	7
18	7	7	7	7	7
19	7	7	7	7	7
20	7	7	7	7	7
21	7	7	7	7	7
22	7	7	7	7	7
23	7	7	7	7	7
24	7	7	7	7	7
25	8	8	8	8	8
26	8	8	8	8	8
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38	9	9	9	9	9
39	9	9	9	9	9
40	9	9	9	9	9
41	9	9	9	9	9
42	9	9	9	9	9
43	10	10	10	10	10
44	10	10	10	10	10
45	10	10	10	10	10
46	10	10	10	10	10
47	10	10	10	10	10
48	10	10	10	10	10
49	10	10	10	10	10
50	10	10	10	10	10
51	10	10	10	10	10
52	11	11	11	11	11
53	11	11	11	11	11
54	11	11	11	11	11
55	11	11	11	11	11
56	11	11	11	11	11
57	11	11	11	11	11
58	11	11	11	11	11
59	11	11	11	11	11
60	12	12	12	12	12
61	12	12	12	12	12
62	12	12	12	12	12
63	12	12	12	12	12
64	12	12	12	12	12
65	12	12	12	12	12
66	12	12	12	12	12
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77	13	13	13	13	13
78	13	13	13	13	13
79	13	13	13	13	13
80	14	14	14	14	14
81	14	14	14	14	14
82	14	14	14	14	14
83	14	14	14	14	14
84	14	14	14	14	14
85	14	14	14	14	14
86	14	14	14	14	14
87	14	14	14	14	14
88	14	14	14	14	14
89	15	15	15	15	15
90	15	15	15	15	15
91	15	15	15	15	15
92	15	15	15	15	15
93	27	27	27	27	27
94	39	39	39	39	39
95	51	51	51	51	51
96	63	63	63	63	63
97	75	75	75	75	75
98	87	87	87	87	87
99	99	99	99	99	99

Magic Points by Level

LEV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
16	8	7	6	5	4	3	2	1
17	9	8	7	6	5	4	3	1
18	9	8	7	6	5	4	3	2
19	10	9	7	6	5	4	3	2
20	10	9	8	7	5	4	3	2
21	11	9	8	7	6	4	3	2
22	11	10	9	7	6	4	3	2
23	12	10	9	7	6	5	3	2
24	12	11	9	8	6	5	3	2
25	13	11	10	8	6	5	3	2
26	13	12	10	8	7	5	3	2
27	14	12	10	9	7	5	4	2
28	14	12	11	9	7	5	4	2
29	15	13	11	9	7	6	4	2
30	15	13	11	9	8	6	4	2
31	16	14	12	10	8	6	4	2
32	16	14	12	10	8	6	4	2
33	17	15	12	10	8	6	4	2
34	17	15	13	11	9	6	4	2
35	18	15	13	11	9	7	4	2
36	18	16	14	11	9	7	4	2
37	19	16	14	12	9	7	4	2
38	19	17	14	12	9	7	5	2
39	20	17	15	12	10	7	5	2
40	20	18	15	12	10	7	5	2
41	21	18	15	13	10	7	5	2
42	21	18	16	13	10	8	5	2
43	22	19	16	13	11	8	5	2
44	22	19	16	14	11	8	5	2
45	23	20	17	14	11	8	5	2
46	23	20	17	14	11	8	5	2
47	24	21	17	14	12	8	5	2
48	24	21	18	15	12	9	6	2
49	25	21	18	15	12	9	6	2
50	25	22	19	15	12	9	6	2
51	25	22	19	16	12	9	6	3
52	26	23	19	16	13	9	6	3
53	26	23	20	16	13	9	6	3
54	27	24	20	17	13	10	6	3
55	27	24	20	17	13	10	6	3
56	28	24	21	17	14	10	6	3
57	28	25	21	17	14	10	6	3
58	29	25	21	18	14	10	6	3
59	29	26	22	18	14	10	7	3
60	30	26	22	18	15	11	7	3
61	30	27	23	19	15	11	7	3
62	31	27	23	19	15	11	7	3
63	31	27	23	19	15	11	7	3
64	32	28	24	19	15	11	7	3
65	32	28	24	20	16	11	7	3
66	33	29	24	20	16	12	7	3
67	33	29	25	20	16	12	7	3
68	34	30	25	21	16	12	7	3
69	34	30	25	21	17	12	8	3
70	35	30	26	21	17	12	8	3
71	35	31	26	22	17	12	8	3
72	36	31	26	22	17	13	8	3
73	36	32	27	22	18	13	8	3
74	37	32	27	22	18	13	8	3
75	37	33	28	23	18	13	8	3
76	38	33	28	23	18	13	8	3
77	38	33	28	23	18	13	8	3
78	39	34	29	24	19	14	8	3
79	39	34	29	24	19	14	9	3
80	40	35	29	24	19	14	9	3
81	40	35	30	24	19	14	9	3
82	41	36	30	25	19	14	9	3
83	41	36	30	25	20	14	9	3
84	42	36	31	25	20	15	9	4
85	42	37	31	26	20	15	9	4
86	43	37	31	26	20	15	9	4
87	43	38	32	26	21	15	9	4
88	44	38	32	26	21	15	9	4
89	44	39	33	27	21	15	9	4
90	45	39	33	27	21	16	10	4
91	45	39	33	27	21	16	10	4
92	46	40	34	28	22	16	10	4
93	46	40	34	28	22	16	10	4
94	47	41	34	28	22	16	10	4
95	47	41	35	29	22	16	10	4
96	48	42	35	29	23	17	10	4
97	48	42	35	29	23	17	10	4
98	49	42	36	29	23	17	10	4
99	49	43	36	30	23	17	10	4

CHILDREN SAVED

To unlock the Onion Knight as a playable job, you must first complete the Mognet side quest, "Save the Children."

Party Role

Why would you want an Onion Knight around when their stats are subpar? Because they're an excellent choice to use spells that remove status effects. Their low stats make them poor healers and damage dealers with spells, but with the access to Level 8 spells right from the start, they are the perfect job to hold spells like Raise and Esuna as they become available.

End Game Viability

A level 99 Onion Knight is the ultimate character, complete with maxed out stats. The items usable only by Onion Knights (dropped by the trio of dragons found in the Secret Dungeon and at the top of the Crystal Tower) are also a nice boost, if you have the patience to wait for the items' incredibly low drop rate.

Onion Blade

Attack	150
Stat Bonus	+7 All Stats

LEVEL 99

GEOMANCER

Geomancers harness the power of nature itself, manifested in their different terrain attacks. Their damage potential rises exponentially by job level.

Additional Combat Commands

Terrain

Terrain is a Magic Point-less spell with both random targets and effects. The effects are covered under the header "Magic List."

Terrain Effects (by environment)

All environments have at least 2 different effects. The Terrain effects Wind Slash and Ice Storm have high occurrences for all environments. Other Terrain effects are listed here.

Desert
- Cave-In (high chance of occurring)
- Earthquake

Forest
- Shadowflare (low chance of occurring)

Lava Cave
- Magma (high chance of occurring)

Cave
- Whirlpool
- Ice Pillar
- Shadowflare (low chance of occurring)

Airship
- Shadowflare (low chance of occurring)

Underwater (also while in Nautilus)
- Whirlpool
- Ice Pillar

Dungeons
- Black Hole
- Flame Burst

Equipment List

WEAPONS	
Bells	Diamond Bell, Earth Bell, Rune Bell, Blessed Bell

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, Black Garb, Gaia Vest
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
19	14	16	14	16	14
20	15	17	15	17	15
21	15	18	15	18	15
22	16	18	16	18	16
23	16	19	16	19	16
24	17	20	17	20	17
25	17	20	17	20	17
26	18	21	18	21	18
27	18	22	18	22	18
28	19	22	19	22	19
29	19	23	19	23	19
30	20	24	20	24	20
31	20	25	20	25	20
32	21	25	21	25	21
33	21	26	21	26	21
34	21	27	21	27	21
35	22	27	22	27	22
36	22	28	22	28	22
37	23	29	23	29	23
38	23	29	23	29	23
39	24	30	24	30	24
40	24	31	24	31	24
41	25	31	25	31	25
42	25	32	25	32	25
43	26	33	26	33	26
44	26	33	26	33	26
45	27	34	27	34	27
46	27	35	27	35	27
47	28	35	28	35	28
48	28	36	28	36	28
49	29	37	29	37	29
50	29	38	29	38	29
51	29	38	29	38	29
52	30	39	30	39	30
53	30	40	30	40	30
54	31	40	31	40	31
55	31	41	31	41	31
56	32	42	32	42	32
57	32	42	32	42	32
58	33	43	33	43	33
59	33	44	33	44	33
60	34	44	34	44	34
61	34	45	34	45	34
62	35	46	35	46	35
63	35	46	35	46	35
64	36	47	36	47	36
65	36	48	36	48	36
66	37	48	37	48	37
67	37	49	37	49	37
68	37	50	37	50	37
69	38	50	38	50	38
70	38	51	38	51	38
71	39	52	39	52	39
72	39	53	39	53	39
73	40	53	40	53	40
74	40	54	40	54	40
75	41	55	41	55	41
76	41	55	41	55	41
77	42	56	42	56	42
78	42	57	42	57	42
79	43	57	43	57	43
80	43	58	43	58	43
81	44	59	44	59	44
82	44	59	44	59	44
83	44	60	44	60	44
84	45	61	45	61	45
85	45	61	45	61	45
86	46	62	46	62	46
87	46	63	46	63	46
88	47	63	47	63	47
89	47	64	47	64	47
90	48	65	48	65	48
91	48	66	48	66	48
92	49	66	49	66	49
93	49	67	49	67	49
94	50	68	50	68	50
95	50	68	50	68	50
96	51	69	51	69	51
97	51	70	51	70	51
98	52	70	52	70	52
99	52	71	52	71	52

Cave-In

Wind Slash

Shadowflare

Whirlpool

Black Hole

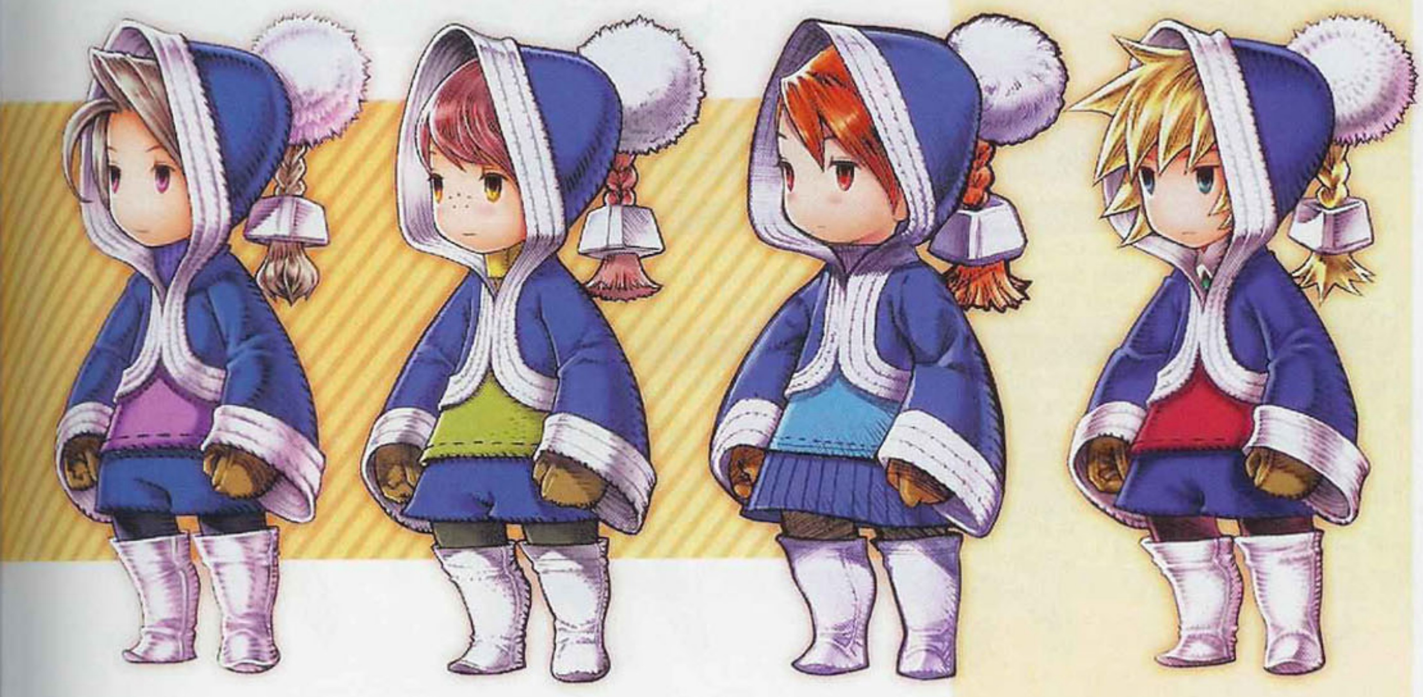
Earthquake

Ice Storm

Magma

Ice Pillar

Flame Burst



Party Role

Magic attacks (all Geomancer Terrain effects are offensive in nature) that never end make Geomancers an attractive option to parties who want to spend a long time away from any means of restoring MP to continue fighting.

End Game Viability

A Geomancer's value for the final push to face the end bosses is directly proportional to the character's job level. Geomancers do not have the best defensive gear—plus, they're limited to bells for weapons—but sitting in the back row helps to mitigate damage dealt by physical attacks.

Blessed Bell

Attack	130
Stat Bonus	+10 Agility, +10 Mind, +10 Intellect

LEVEL 99

KNIGHT

Knights take pride in their high defense. Their Defend ability enables them to step in and take damage for weakened allies and they can use white magic, too!

Combat Commands

Magic

Knights may use Level 1 White Magic.

Defend

Takes the place of Guard. Defend is a superior version of Guard.

White Magic
Cure, Poisona, Sight

Equipment List

WEAPONS	
Swords	Golden Sword, Longsword, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Blood Sword, Ancient Sword, Defender, Break Blade, Excalibur, Ragnarok, Save the Queen, Ultima Weapon

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Heroic Shield, Diamond Shield, Aegis Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Diamond Helm, Ribbon, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Knight Armor, Reflect Mail
Arms Armor	Bronze Bracers, Mythril Gloves, Gauntlets, Power Bracers, Diamond Gloves, Protect Ring, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
19	19	13	19	13	14
20	20	14	20	14	15
21	21	14	21	14	15
22	21	14	21	14	16
23	22	15	22	15	16
24	23	15	23	15	17
25	24	16	24	16	17
26	25	16	25	16	18
27	25	16	25	16	18
28	26	17	26	17	19
29	27	17	27	17	19
30	28	18	28	18	20
31	29	18	29	18	20
32	30	18	30	18	21
33	30	19	30	19	21
34	31	19	31	19	21
35	32	20	32	20	22
36	33	20	33	20	22
37	34	20	34	20	23
38	35	21	35	21	23
39	35	21	35	21	24

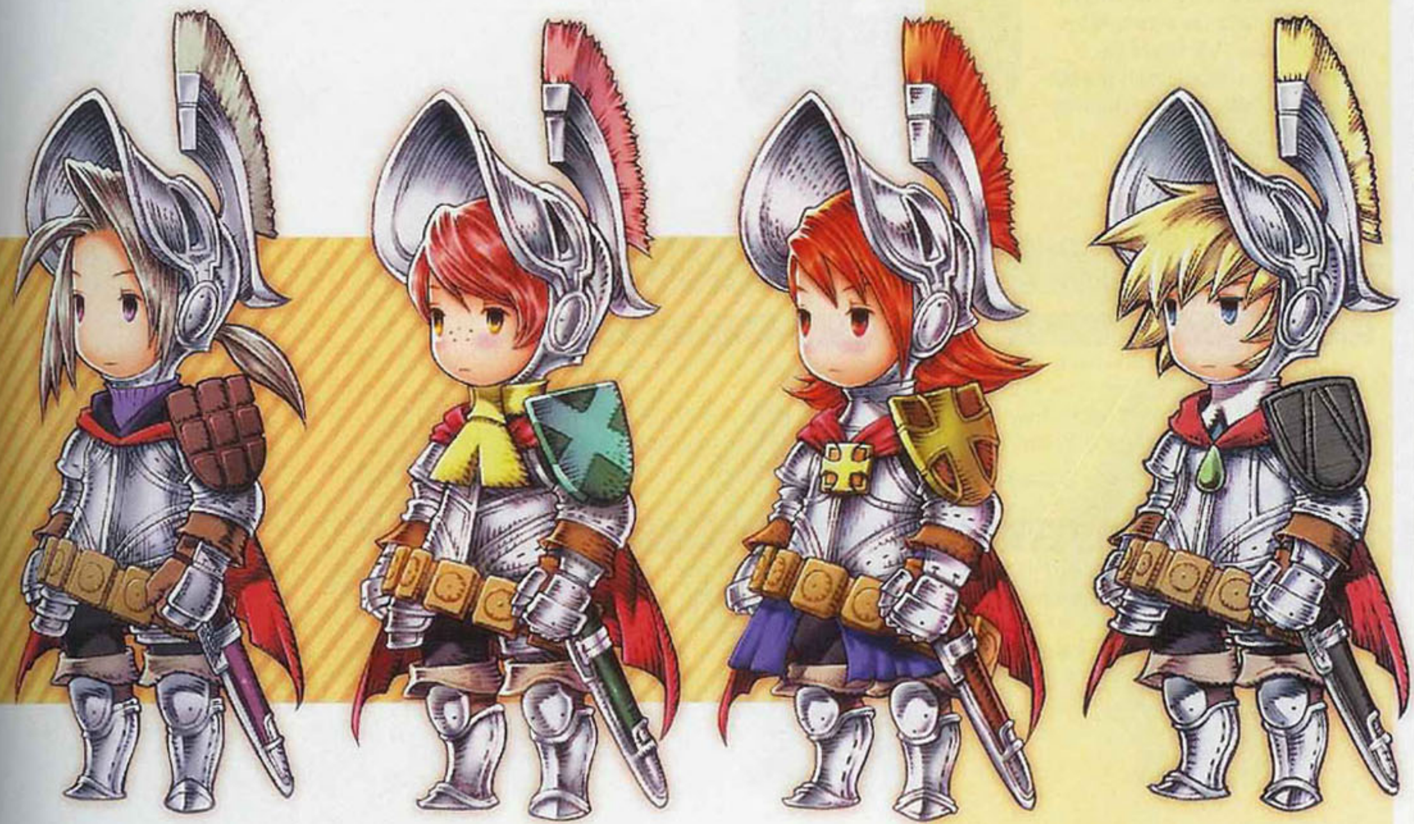
LV	STR	AGL	VIT	INT	MIND
40	36	22	36	22	24
41	37	22	37	22	25
42	38	22	38	22	25
43	39	23	39	23	26
44	40	23	40	23	26
45	40	24	40	24	27
46	41	24	41	24	27
47	42	24	42	24	28
48	43	25	43	25	28
49	44	25	44	25	29
50	45	26	45	26	29
51	45	26	45	26	29
52	46	26	46	26	30
53	47	27	47	27	30
54	48	27	48	27	31
55	49	27	49	27	31
56	49	28	49	28	32
57	50	28	50	28	32
58	51	29	51	29	33
59	52	29	52	29	33
60	53	29	53	29	34

LV	STR	AGL	VIT	INT	MIND
61	54	30	54	30	34
62	54	30	54	30	35
63	55	31	55	31	35
64	56	31	56	31	36
65	57	31	57	31	36
66	58	32	58	32	37
67	59	32	59	32	37
68	59	33	59	33	37
69	60	33	60	33	38
70	61	33	61	33	38
71	62	34	62	34	39
72	63	34	63	34	39
73	64	35	64	35	40
74	64	35	64	35	40
75	65	35	65	35	41
76	66	36	66	36	41
77	67	36	67	36	42
78	68	37	68	37	42
79	68	37	68	37	43
80	69	37	69	37	43
81	70	38	70	38	44

LV	STR	AGL	VIT	INT	MIND
82	71	38	71	38	44
83	72	39	72	39	44
84	73	39	73	39	45
85	73	39	73	39	45
86	74	40	74	40	46
87	75	40	75	40	46
88	76	41	76	41	47
89	77	41	77	41	47
90	78	41	78	41	48
91	78	42	78	42	48
92	79	42	79	42	49
93	80	43	80	43	49
94	81	43	81	43	50
95	82	43	82	43	50
96	83	44	83	44	51
97	83	44	83	44	51
98	84	45	84	45	52
99	85	45	85	45	52

Magic Points by Level

LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1	LV	LV1
19	11	28	15	37	17	46	19	55	20	64	20	73	20	82	20	91	22
20	12	29	15	38	17	47	19	56	20	65	20	74	20	83	20	92	25
21	12	30	15	39	17	48	19	57	20	66	20	75	20	84	20	93	27
22	13	31	15	40	17	49	19	58	20	67	20	76	20	85	20	94	30
23	13	32	16	41	17	50	20	59	20	68	20	77	20	86	20	95	32
24	14	33	16	42	18	51	20	60	20	69	20	78	20	87	20	96	35
25	14	34	16	43	18	52	20	61	20	70	20	79	20	88	20	97	40
26	14	35	16	44	18	53	20	62	20	71	20	80	20	89	20	98	45
27	15	36	16	45	18	54	20	63	20	72	20	81	20	90	20	99	50



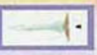
Party Role

Knights are a step up from Warriors with their slightly improved stats, access to level 1 White Magic, and a penchant for saving the lives of allies whose health reaches a dangerous level. If you're battling enemies slightly higher in level, it's best to keep a shield equipped on a Knight. A Knight will throw himself in front of an ally about to be struck down (health in yellow) without regard to their current status.

End Game Viability

The Knight's role as human shield comes in handy even during the encounters with the powerful enemies and bosses of the Crystal Tower and World of Darkness, provided the Knight is carrying a shield. While the Knight's Attack Power is limited with this setup, keeping another character alive long enough for a heal can keep a bad situation from turning into a time to reload from your last save point.

Save the Queen



Attack 140

Stat Bonus +10 Vitality, +10 Mind

Note Casts Reflect.

LEVEL 99

RANGER

Rangers are experts in ranged combat. With their bows, they can attack for full damage even in the back line! Their Barrage ability a them to unleash a hail of projectiles at the enemy!

Combat Commands

Barrage

Barrage attacks up to four targets with a hail of arrows. The amount of damage done (as a percentage of the damage that would be inflicted to a single target) to each target is provided in the following table.

JOB LV	DMG
1-20	0.2
21-70	0.3
71-99	0.4

Equipment List

WEAPONS	
Bows	Bow, Great Bow, Killer Bow, Rune Bow, Selene Bow, Yoichi Bow, Eurytos Bow, Elven Bow, Artemis Bow
Arrows	Wooden Arrow, Holy Arrow, Iron Arrow, Fire Arrow, Ice Arrow, Light Arrow, Sleep Arrow, Poison Arrow, Medusa Arrow, Magic Arrow, Yoichi Arrow
Thrown Weapons	Boomerang, Chakram

ARMOR	
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Black Cowl, Ribbon
Body Armor	Vest, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Black Garb
Arms Armor	Bronze Bracers, Mythril Gloves, Power Bracers, Diamond Gloves, Protect Ring

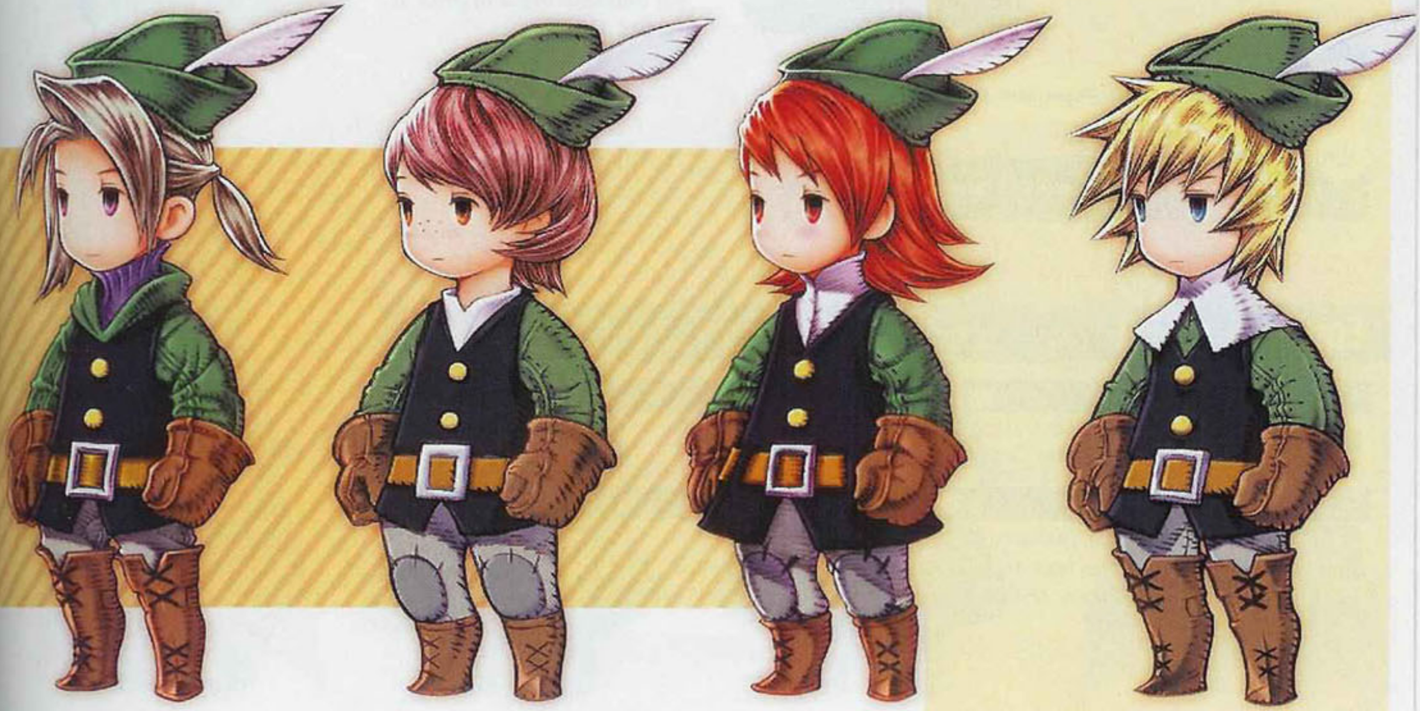
Stats

LV	STR	AGL	VIT	INT	MIND
19	16	19	16	13	13
20	17	20	16	14	14
21	18	21	17	14	14
22	18	21	17	14	14
23	19	22	18	15	15
24	20	23	19	15	15
25	20	24	19	16	16
26	21	25	20	16	16
27	22	25	20	16	16
28	22	26	21	17	17
29	23	27	22	17	17
30	24	28	22	18	18
31	25	29	23	18	18
32	25	30	23	18	18
33	26	30	24	19	19
34	27	31	25	19	19
35	27	32	25	20	20
36	28	33	26	20	20
37	29	34	26	20	20
38	29	35	27	21	21
39	30	35	27	21	21

LV	STR	AGL	VIT	INT	MIND
40	31	36	28	22	22
41	31	37	29	22	22
42	32	38	29	22	22
43	33	39	30	23	23
44	33	40	30	23	23
45	34	40	31	24	24
46	35	41	32	24	24
47	35	42	32	24	24
48	36	43	33	25	25
49	37	44	33	25	25
50	38	45	34	26	26
51	38	45	35	26	26
52	39	46	35	26	26
53	40	47	36	27	27
54	40	48	36	27	27
55	41	49	37	27	27
56	42	49	38	28	28
57	42	50	38	28	28
58	43	51	39	29	29
59	44	52	39	29	29
60	44	53	40	29	29

LV	STR	AGL	VIT	INT	MIND
61	45	54	41	30	30
62	46	54	41	30	30
63	46	55	42	31	31
64	47	56	42	31	31
65	48	57	43	31	31
66	48	58	43	32	32
67	49	59	44	32	32
68	50	59	45	33	33
69	50	60	45	33	33
70	51	61	46	33	33
71	52	62	46	34	34
72	53	63	47	34	34
73	53	64	48	35	35
74	54	64	48	35	35
75	55	65	49	35	35
76	55	66	49	36	36
77	56	67	50	36	36
78	57	68	51	37	37
79	57	68	51	37	37
80	58	69	52	37	37
81	59	70	52	38	38

LV	STR	AGL	VIT	INT	MIND
82	59	71	53	38	38
83	60	72	54	39	39
84	61	73	54	39	39
85	61	73	55	39	39
86	62	74	55	40	40
87	63	75	56	40	40
88	63	76	56	41	41
89	64	77	57	41	41
90	65	78	58	41	41
91	66	78	58	42	42
92	66	79	59	42	42
93	67	80	59	43	43
94	68	81	60	43	43
95	68	82	61	43	43
96	69	83	61	44	44
97	70	83	62	44	44
98	70	84	62	45	45
99	71	85	63	45	45



Party Role

Rangers are great when you're trying to mow down lower-level enemies and conserve magic points at the same time.

Rangers are a relatively expensive job because of the need to purchase arrows. Bow damage isn't reduced when they are fired from the back row, which helps to reduce casualties versus physical attacks.

End Game Viability

The attack power of bows and arrows maxes out at 165, which doesn't compare favorably to classes that can dual wield a pair of weapons close to that number. Barrage isn't much help when you're facing enemies that often appear alone.

Artemis Bow

Attack	122
Stat Bonus	+10 Strength, +10 Agility

LEVEL 99

SCHOLAR

Scholars can examine enemies and spot their weak points. They can also enchance the effects of items they use. Scholars can dispel magic effects from enemies they've studied, too. Surprisingly, these bookworms can also use magic!

Additional Combat Commands

Magic

Scholars can use Level 1 to Level 3 White and Black Magic spells.

Study

Study takes the place of Defend and using it shows the HP (current and total) plus weaknesses of the selected enemy. It also removes any beneficial spells in effect on Studied enemies.

Black Magic

Fire, Blizzard, Sleep, Thunder, Poison, Blind, Fira, Blizzara, Thundara

White Magic

Cure, Poisona, Sight, Aero, Toad, Mini, Cura, Teleport, Blindna

Equipment List

WEAPONS	
Books	Book of Fire, Book of Ice, Book of Light, Tome of Fire, Tome of Ice, Tome of Light, Cognitome, Omnitome

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Scholar Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, Scholar Robe, White Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
19	16	16	12	19	13
20	16	17	12	20	14
21	17	18	13	21	14
22	17	18	13	22	14
23	18	19	13	23	15
24	19	20	14	24	15
25	19	20	14	25	16
26	20	21	14	26	16
27	20	22	14	27	16
28	21	22	15	28	17
29	22	23	15	29	17
30	22	24	15	30	18
31	23	25	16	31	18
32	23	25	16	32	18
33	24	26	16	33	19
34	25	27	17	34	19
35	25	27	17	35	20
36	26	28	17	36	20
37	26	29	18	37	20
38	27	29	18	38	21
39	27	30	18	39	21
40	28	31	19	40	22
41	29	31	19	41	22
42	29	32	19	42	22
43	30	33	20	43	23
44	30	33	20	44	23
45	31	34	20	45	24
46	32	35	21	46	24
47	32	35	21	47	24
48	33	36	21	48	25
49	33	37	22	49	25
50	34	38	22	50	26
51	35	38	22	51	26
52	35	39	23	52	26
53	36	40	23	53	27
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55	37	41	24	55	27
56	38	42	24	56	28
57	38	42	24	57	28
58	39	43	25	58	29
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64	42	47	27	64	31
65	43	48	27	65	31
66	43	48	27	66	32
67	44	49	28	67	32
68	45	50	28	68	33
69	45	50	28	69	33
70	46	51	29	70	33
71	46	52	29	71	34
72	47	53	29	72	34
73	48	53	30	73	35
74	48	54	30	74	35
75	49	55	30	75	35
76	49	55	30	76	36
77	50	56	31	77	36
78	51	57	31	78	37
79	51	57	31	79	37
80	52	58	32	80	37
81	52	59	32	81	38
82	53	59	32	82	38
83	54	60	33	83	39
84	54	31	33	84	39
85	55	61	33	85	39
86	55	62	34	86	40
87	56	63	34	87	40
88	56	63	34	88	41
89	57	64	35	89	41
90	58	65	35	90	41
91	58	66	35	91	42
92	59	66	36	92	42
93	59	67	36	93	43
94	60	68	36	94	43
95	61	68	37	95	43
96	61	69	37	96	44
97	62	70	37	97	44
98	62	70	38	98	45
99	63	71	38	99	45

Magic Points by Level

LV	LV1	LV2	LV3
19	10		
20	10		
21	11	1	
22	11	1	
23	11	1	
24	12	2	
25	12	2	
26	13	2	
27	13	3	
28	14	3	
29	14	3	
30	15	4	
31	15	4	1
32	16	4	1
33	16	5	1
34	17	5	1
35	17	5	2
36	18	6	2
37	18	6	2
38	19	6	2
39	19	7	3
40	20	7	3
41	20	7	3
42	21	8	3
43	21	8	3
44	22	8	4
45	22	9	4
46	23	9	4
47	23	9	4
48	24	10	5
49	24	10	5
50	25	10	5
51	25	11	5
52	26	11	5
53	26	11	6
54	27	12	6
55	27	12	6
56	27	12	6
57	28	13	7
58	28	13	7
59	29	13	7
60	29	13	7
61	30	14	7
62	30	14	8
63	31	14	8
64	31	15	8
65	32	15	8
66	32	15	9
67	33	16	9
68	33	16	9
69	34	16	9
70	34	17	9
71	35	17	10
72	35	17	10
73	36	18	10
74	36	18	10
75	37	18	11
76	37	19	11
77	38	19	11
78	38	19	11
79	39	20	11
80	39	20	12
81	40	20	12
82	40	21	12
83	41	21	12
84	41	21	12
85	42	22	13
86	42	22	13
87	43	22	13
88	43	23	13
89	43	23	13
90	44	23	14
91	44	24	14
92	45	24	14
93	45	24	14
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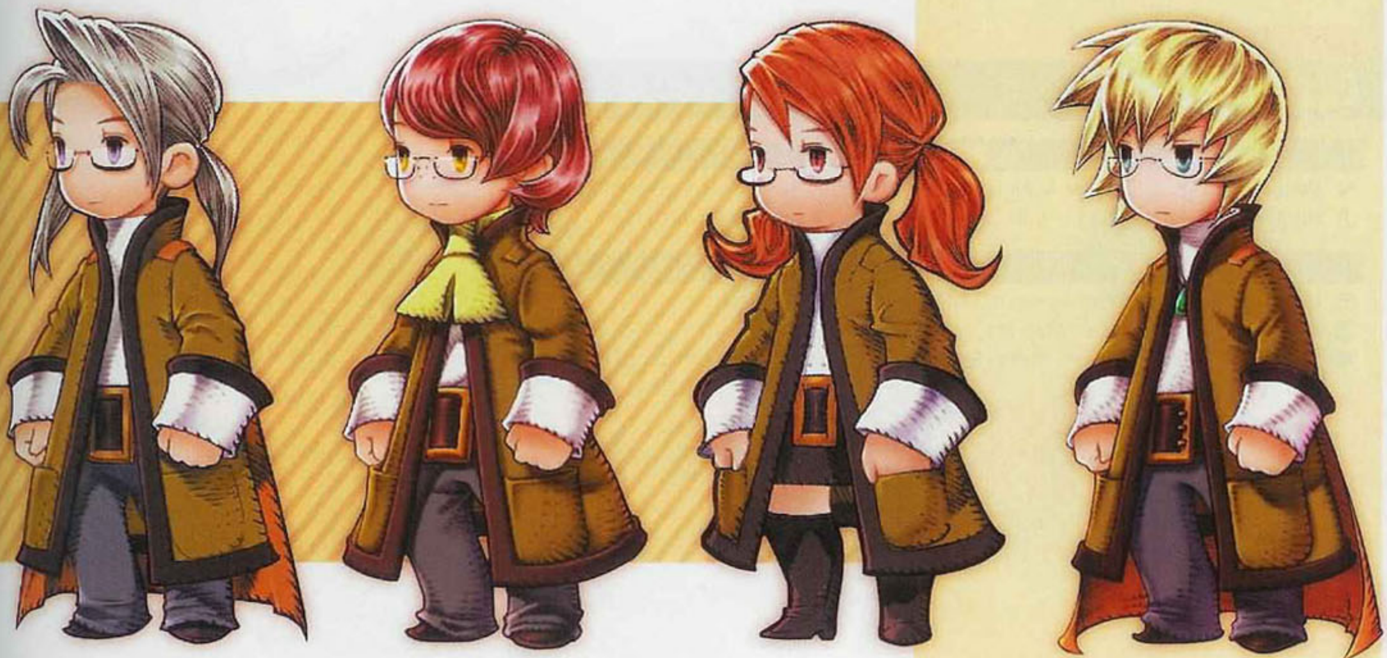
98	48	26	15
99	48	26	15



Party Role

Beyond Study and Magic, Scholars also have the ability to improve the effects of many items they use. For example, Hi-Potions that normally restore 500 HP can restore 1000 HP if applied by a Scholar. This also applies to attack items, such as Arctic Wind. If you're overloaded with attack items, or just want to get the most out of the items in your inventory, consider adding a Scholar to the party mix.

End Game Viability

Study isn't a necessary skill (the Level 4 White Magic spell Libra provides the same information; the Level 5 Black Magic spell Erase removes beneficial magic), and the limited equipment choices—especially weapons—seriously hinders a Scholar's ability to adequately fill a slot in the party. In addition, Scholars cannot Defend, making them a soft target at all times.

Omnitome

Attack	130
Stat Bonus	+10 Intellect, +5 Mind

LEVEL 99

BARD

Bard's use their songs to enhance their party's performance. The effect of their song varies depending on the harp that they use.

Additional Combat Commands

Sing

With a harp equipped, Bards have access to a variety of skills, mostly tied to positive status effects on the group.

Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger
Harps	Madhura Harp, Loki Harp, Lamia Harp, Dream Harp, Apollo Harp

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon, Ballad Crown
Body Armor	Vest, Leather Mail, Mage Robe, White Robe, Bard Vest
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
24	15	19	19	19	19
25	16	19	19	19	19
26	16	20	20	20	20
27	16	20	20	20	20
28	17	21	21	21	21
29	17	22	22	22	22
30	18	22	22	22	22
31	18	23	23	23	23
32	18	23	23	23	23
33	19	24	24	24	24
34	19	25	25	25	25
35	20	25	25	25	25
36	20	26	26	26	26
37	20	26	26	26	26
38	21	27	27	27	27
39	21	27	27	27	27
40	22	28	28	28	28
41	22	29	29	29	29
42	22	29	29	29	29

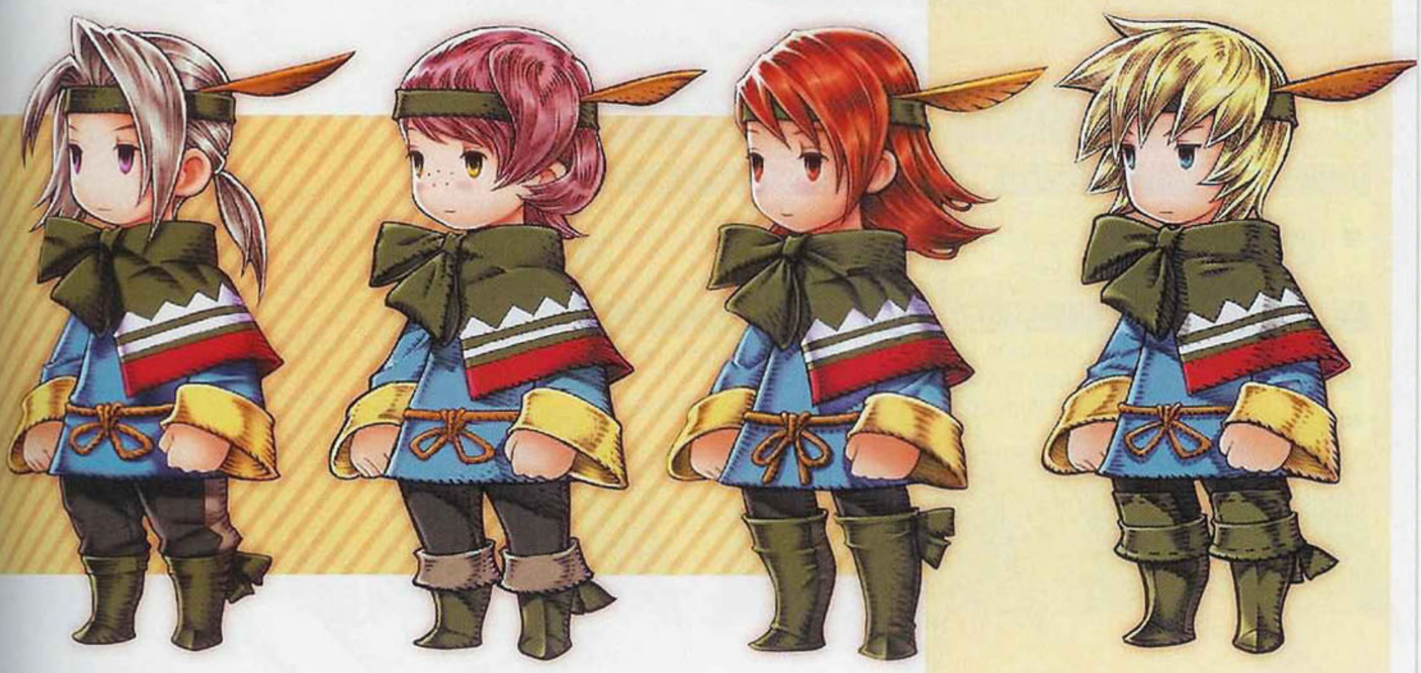
LV	STR	AGL	VIT	INT	MIND
43	23	30	30	30	30
44	23	30	30	30	30
45	24	31	31	31	31
46	24	32	32	32	32
47	24	32	32	32	32
48	25	33	33	33	33
49	25	33	33	33	33
50	26	34	34	34	34
51	26	35	35	35	35
52	26	35	35	35	35
53	27	36	36	36	36
54	27	36	36	36	36
55	27	37	37	37	37
56	28	38	38	38	38
57	28	38	38	38	38
58	29	39	39	39	39
59	29	39	39	39	39
60	29	40	40	40	40
61	30	41	41	41	41

LV	STR	AGL	VIT	INT	MIND
62	30	41	41	41	41
63	31	42	42	42	42
64	31	42	42	42	42
65	31	43	43	43	43
66	32	43	43	43	43
67	32	44	44	44	44
68	33	45	45	45	45
69	33	45	45	45	45
70	33	46	46	46	46
71	34	46	46	46	46
72	34	47	47	47	47
73	35	48	48	48	48
74	35	48	48	48	48
75	35	49	49	49	49
76	36	49	49	49	49
77	36	50	50	50	50
78	37	51	51	51	51
79	37	51	51	51	51
80	37	52	52	52	52

LV	STR	AGL	VIT	INT	MIND
81	38	52	52	52	52
82	38	53	53	53	53
83	39	54	54	54	54
84	39	54	54	54	54
85	39	55	55	55	55
86	40	55	55	55	55
87	40	56	56	56	56
88	41	56	56	56	56
89	41	57	57	57	57
90	41	58	58	58	58
91	42	58	58	58	58
92	42	59	59	59	59
93	43	59	59	59	59
94	43	60	60	60	60
95	43	61	61	61	61
96	44	61	61	61	61
97	44	62	62	62	62
98	45	62	62	62	62
99	45	63	63	63	63

Sing Effects

HARP	SONG	EFFECT
Madhura Harp	Minne	Shell
Loki Harp	Minuet	Haste
Lamia Harp	Requiem	Damage to opponents; amount done is inversely proportional to the amount of health lost previous to the attack
Dream Harp	Paeon	Heal everyone in the party
Apollo Harp	Elegy	Aura



Party Role

No class requires more switching equipment, but the good news is that Sing is often the first action taken in every round of battle. Harps have different effects, so there's rarely reason to use the same harp in consecutive rounds of battle. The durations of the beneficial effects from Minne, Minuet and Elegy are limited to two rounds.

End Game Viability

A Bard's usefulness is limited, but if you don't mind doing some careful planning ahead and switching harps often, a Bard can be an asset to any party at any point in the game. Their ability to apply beneficial effects to, or perform a minor heal on, the entire party at the start of each round is an unrivaled asset.

Ballad Crown

Defense	35
Magic Defense	34
Stat Bonus	+10 Vitality, +10 Mind

LEVEL 99

BLACK BELT

Black belts are experts in unarmed combat. They can boost their attack power to deal massive damage, but be careful not to boos too much!

Additional Combat Commands

Boost

Take an extra turn to Boost and double your Attack Power, or take two extra turns of Boost to triple your Attack Power. Don't go past this!

Equipment List

WEAPONS	
Fist Weapons	Bronze Knuckles, Sonic Knuckles, Impact Claws, Cat Claws, Kaiser Knuckles, Wyvern Claws, Tiger Claws, Faerie Claws, Metal Knuckles, Dark Claws, Hellish Claws

ARMOR	
Head Armor	Leather Cap, Headband, Feathered Hat, Black Cowl, Chakra Band, Ribbon
Body Armor	Vest, Leather Mail, Kenpo Gi, Black Garb, Master Dogi
Arms Armor	Bronze Bracers, Mythril Gloves, Power Bracers, Diamond Gloves, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
46	46	35	46	21	21
47	47	35	47	21	21
48	48	36	48	21	21
49	49	37	49	22	22
50	50	38	50	22	22
51	51	38	51	22	22
52	52	39	52	23	23
53	53	40	53	23	23
54	54	40	54	23	23
55	55	41	55	24	24
56	56	42	56	24	24
57	57	42	57	24	24
58	58	43	58	25	25
59	59	44	59	25	25
60	60	44	60	25	25
61	61	45	61	26	26
62	62	46	62	26	26
63	63	46	63	26	26
64	64	47	64	27	27
65	65	48	65	27	27
66	66	48	66	27	27
67	67	49	67	28	28
68	68	50	68	28	28
69	69	50	69	28	28
70	70	51	70	29	29
71	71	52	71	29	29
72	72	53	72	29	29
73	73	53	73	30	30
74	74	54	74	30	30
75	75	55	75	30	30
76	76	55	76	30	30
77	77	56	77	31	31
78	78	57	78	31	31
79	79	57	79	31	31
80	80	58	80	32	32
81	81	59	81	32	32
82	82	59	82	32	32
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84	84	61	84	33	33
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86	86	62	86	34	34
87	87	63	87	34	34
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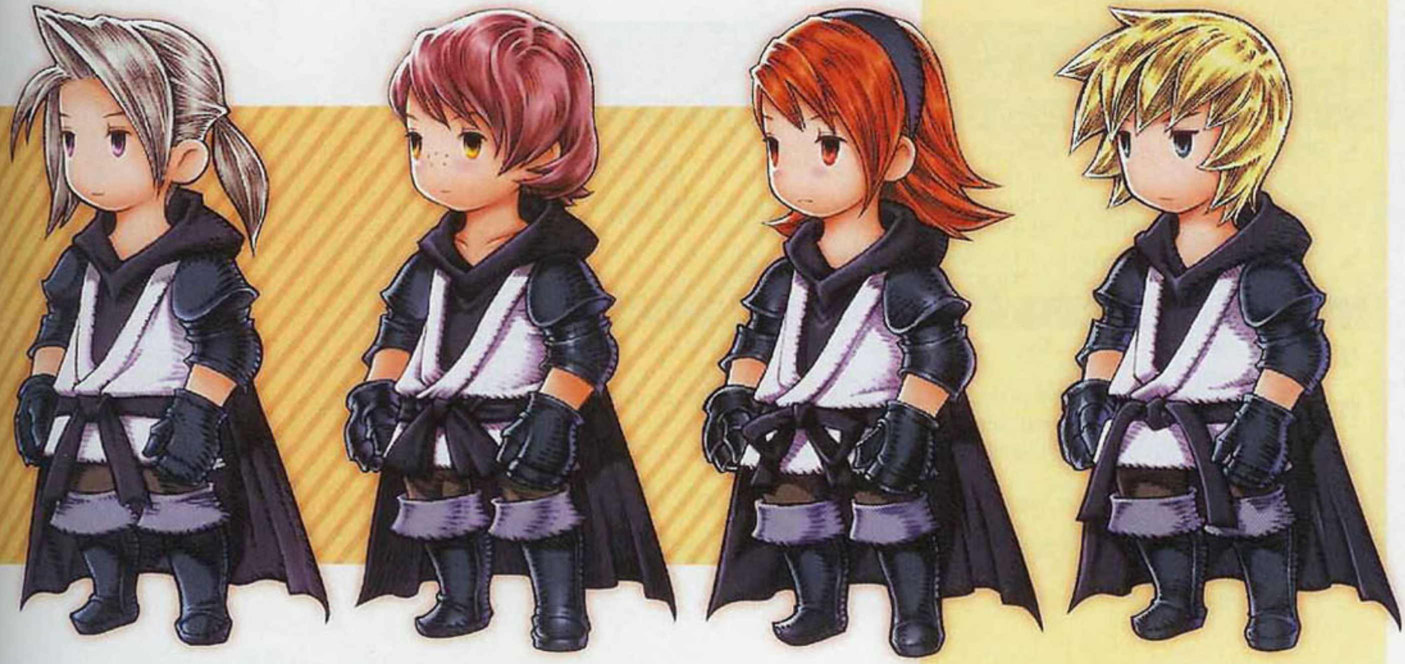
99	99	71	99	38	38



Party Role

Black Belt is a frontline damage-inflicting job. Their armor isn't the best, but they have a nice vitality score to help offset the damage they take.

End Game Viability

With excellent strength, agility and vitality, Black Belts are a great choice for filling a spot in your party's roster. Take a turn to Boost, and Black Belts have unrivaled melee damage potential. Who wouldn't want that power along for the ride?

Master Dogi

Defense	54
Magic Defense	23
Stat Bonus	+10 Agility, +10 Mind

LEVEL 99

DARK KNIGHT

Dark Knights are warriors of the dark blade. Their Souleater ability enables them to convert their life into extra damage.

Additional Combat Commands

Souleater

Souleater attacks all enemies, inflicting a nice chunk of damage at the cost of part of the Dark Knight's HP.

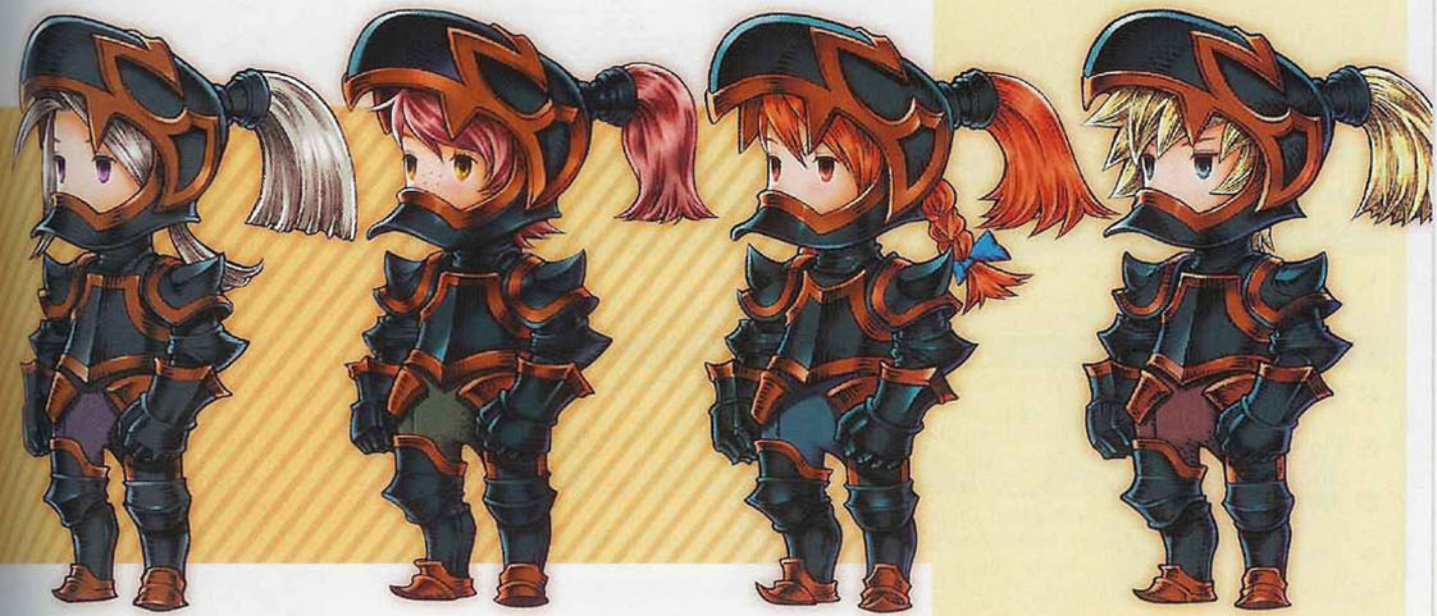
Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger
Swords	Golden Sword, Longsword, Mythril Sword, Tyrfing, Salamand Sword, Freezing Blade, Serpent Sword, Royal Sword, Blood Sword, Ancient Sword, Defender, Break Blade, Ragnarok
Katanas	Ashura, Kotetsu, Kiku-Ichimonji, Masamune, Murakumo

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Demon Shield, Genji Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Ribbon, Genji Helm, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail
Arms Armor	Mythril Bracers, Gauntlets, Diamond Gloves, Protect Ring, Genji Gloves, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
24	20	17	20	17	17
25	20	17	20	17	17
26	21	18	21	18	18
27	22	18	22	18	18
28	22	19	22	19	19
29	23	19	23	19	19
30	24	20	24	20	20
31	25	20	25	20	20
32	25	21	25	21	21
33	26	21	26	21	21
34	27	21	27	21	21
35	27	22	27	22	22
36	28	22	28	22	22
37	29	23	29	23	23
38	29	23	29	23	23
39	30	24	30	24	24
40	31	24	31	24	24
41	31	25	31	25	25
42	32	25	32	25	25
43	33	26	33	26	26
44	33	26	33	26	26
45	34	27	34	27	27
46	35	27	35	27	27
47	35	28	35	28	28
48	36	28	36	28	28
49	37	29	37	29	29
50	38	29	38	29	29
51	38	29	38	29	29
52	39	30	39	30	30
53	40	30	40	30	30
54	40	31	40	31	31
55	41	31	41	31	31
56	42	32	42	32	32
57	42	32	42	32	32
58	43	33	43	33	33
59	44	33	44	33	33
60	44	34	44	34	34
61	45	34	45	34	34
62	46	35	46	35	35
63	46	35	46	35	35
64	47	36	47	36	36
65	48	36	48	36	36
66	48	37	48	37	37
67	49	37	49	37	37
68	50	37	50	37	37
69	50	38	50	38	38
70	51	38	51	38	38
71	52	39	52	39	39
72	53	39	53	39	39
73	53	40	53	40	40
74	54	40	54	40	40
75	55	41	55	41	41
76	55	41	55	41	41
77	56	42	56	42	42
78	57	42	57	42	42
79	57	43	57	43	43
80	58	43	58	43	43
81	59	44	59	44	44
82	59	44	59	44	44
83	60	44	60	44	44
84	61	45	61	45	45
85	61	45	61	45	45
86	62	46	62	46	46
87	63	46	63	46	46
88	63	47	63	47	47
89	64	47	64	47	47
90	65	48	65	48	48
91	66	48	66	48	48
92	66	49	66	49	49
93	67	49	67	49	49
94	68	50	68	50	50
95	68	50	68	50	50
96	69	51	69	51	51
97	70	51	70	51	51
98	70	52	70	52	52
99	71	52	71	52	52



Party Role

Dark Knights are essentially Warriors with very balanced stats and a self-destructive streak. That is, except when you venture into areas with enemies that are vulnerable to Dark Blades (a.k.a. katana). Dark Knights shine in the Cave of Darkness, where their penchant for katana make them invaluable to the party.

End Game Viability

How dangerously do you like to live? A Dark Knight's armor and weapon selections are acceptable, but the enemies that appear toward the end of the adventure hit hard and can take a few hits before they fall.

Murakumo

Attack	140
Note	Effective against dividing enemies.
Stat Bonus	+20 Agility

LEVEL 99

DRAGOON

Dragoons are polearm experts. Their Jump ability enables them to deal massive damage while being impervious to enemy attacks.

Additional Combat Commands

Jump

Jump has two stages. Stage 1 is takeoff; the Dragoon jumps high into the air and is removed as a target for enemy attacks. Stage 2 is the attack and landing, causing enormous damage. The damage is shown in the following table.

JOB LV	DMG BON
1–10	1.5
11-21	1.6
22-32	1.7
33-43	1.8
44-54	1.9
55-65	2.0
66-76	2.1
77-87	2.2
88-98	2.3
99	2.4

Equipment List

WEAPONS	
Polearms	Thunder Spear, Wind Spear, Heavy Lance, Blood Lance, Trident, Dragon Lance, Holy Lance, Gungnir, Magic Lance

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Heroic Shield, Demon Shield, Diamond Shield, Aegis Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Dragon Helm, Diamond Helm, Ribbon, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Reflect Mail, Dragon Mail
Arms Armor	Bronze Bracers, Mythril Gloves, Gauntlets, Power Bracers, Diamond Gloves, Protect Ring, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
24	20	20	17	17	17
25	20	20	17	17	17
26	21	21	18	18	18
27	22	22	18	18	18
28	22	22	19	19	19
29	23	23	19	19	19
30	24	24	20	20	20
31	25	25	20	20	20
32	25	25	21	21	21
33	26	26	21	21	21
34	27	27	21	21	21
35	27	27	22	22	22
36	28	28	22	22	22
37	29	29	23	23	23
38	29	29	23	23	23
39	30	30	24	24	24
40	31	31	24	24	24
41	31	31	25	25	25
42	32	32	25	25	25

LV	STR	AGL	VIT	INT	MIND
43	33	33	26	26	26
44	33	33	26	26	26
45	34	34	27	27	27
46	35	35	27	27	27
47	35	35	28	28	28
48	36	36	28	28	28
49	37	37	29	29	29
50	38	38	29	29	29
51	38	38	29	29	29
52	39	39	30	30	30
53	40	40	30	30	30
54	40	40	31	31	31
55	41	41	31	31	31
56	42	42	32	32	32
57	42	42	32	32	32
58	44	44	33	33	33
59	44	44	33	33	33
60	44	44	34	34	34
61	45	45	34	34	34

LV	STR	AGL	VIT	INT	MIND
62	46	46	35	35	35
63	46	46	35	35	35
64	47	47	36	36	36
65	48	48	36	36	36
66	48	48	37	37	37
67	49	49	37	37	37
68	50	50	37	37	37
69	50	50	38	38	38
70	51	51	38	38	38
71	52	52	39	39	39
72	53	53	39	39	39
73	53	53	40	40	40
74	54	54	40	40	40
75	55	55	41	41	41
76	55	55	41	41	41
77	56	56	42	42	42
78	57	57	42	42	42
79	57	57	43	43	43
80	58	58	43	43	43

LV	STR	AGL	VIT	INT	MIND
81	59	59	44	44	44
82	59	59	44	44	44
83	60	60	44	44	44
84	61	61	45	45	45
85	61	61	45	45	45
86	62	62	46	46	46
87	63	63	46	46	46
88	63	63	47	47	47
89	64	64	47	47	47
90	65	65	48	48	48
91	66	66	48	48	48
92	66	66	49	49	49
93	67	67	49	49	49
94	68	68	50	50	50
95	68	68	50	50	50
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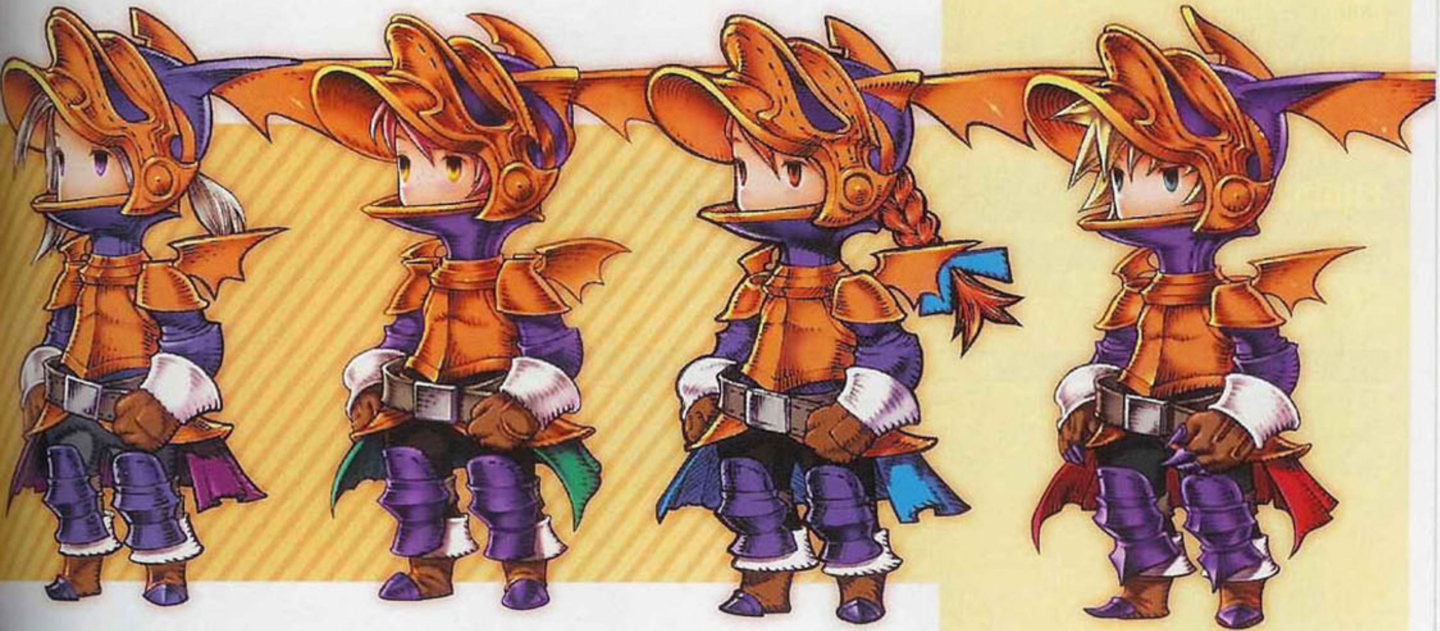
98	70	70	52	52	52
99	71	71	52	52	52



Party Role

Death from above! While a Dragoon wears heavy armor, it is primarily a damage dealing job. Equip properly for every situation: dual wield for more damage against weaker enemies to get through them faster. Or, go with a weapon plus a shield for greater survivability against bosses.

End Game Viability

Considering that Jump removes them from potential harm for one turn and the damage they inflict when they return to the battle, Dragoons make a great addition to any party from the moment the job becomes available all the way to the final battle in the World of Darkness.

Magic Lance

Attack	145
Stat Bonus	+20 Strength

LEVEL 99

EVOKER

Evokers are initiators of summoning magic, possessing the ability to randomly draw either the light or dark power of summoned bea

Additional Combat Commands

Magic

Evokers have access to Level 1 to Level 8 Summon Magic.

Summon Magic

Escape, Icen, Spark, Heatra, Hyper, Catastro, Leviath, Bahamur

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod

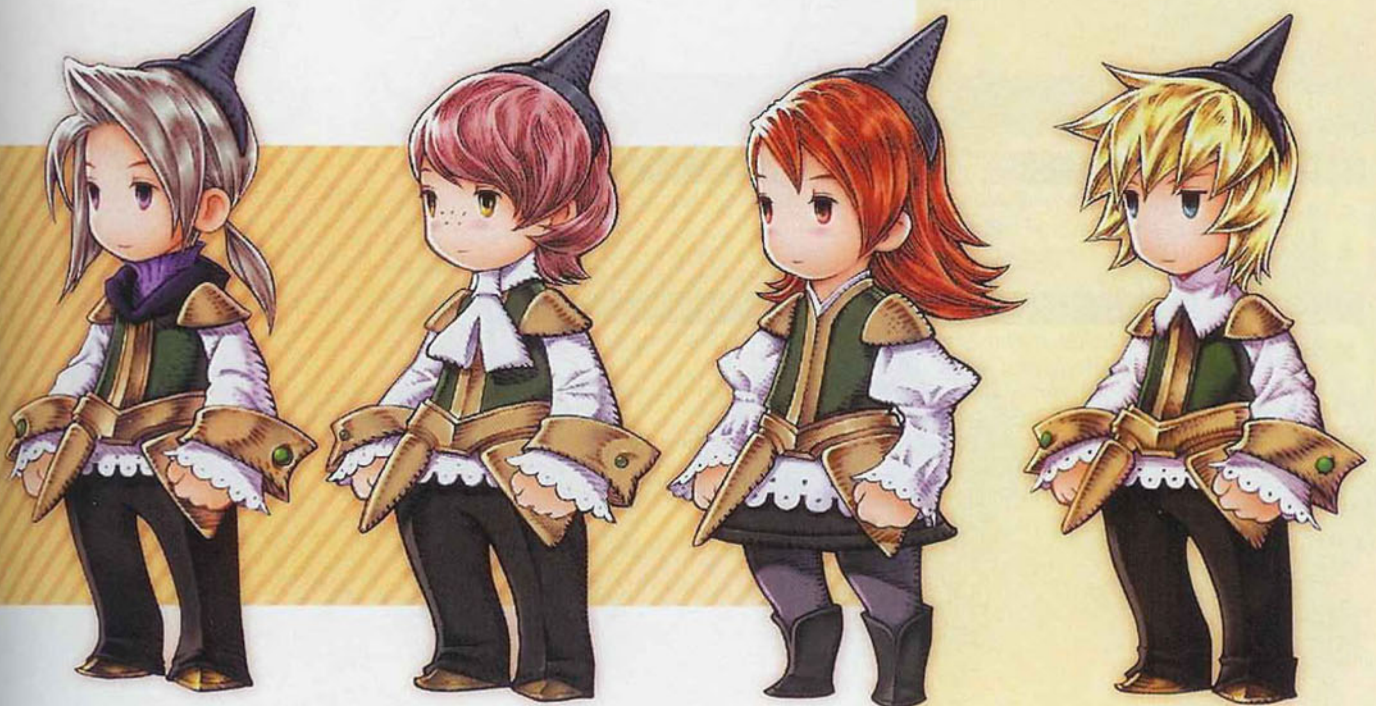
ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon, Royal Crown
Body Armor	Vest, Leather Mail, Mage Robe, White Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
24	19	17	15	20	20
25	19	17	16	20	20
26	20	18	16	21	21
27	20	18	16	22	22
28	21	19	17	22	22
29	22	19	17	23	23
30	22	20	18	24	24
31	23	20	18	25	25
32	23	21	18	25	25
33	24	21	19	26	26
34	25	21	19	27	27
35	25	22	20	27	27
36	26	22	20	28	28
37	26	23	20	29	29
38	27	23	21	29	29
39	27	24	21	30	30
40	28	24	22	31	31
41	29	25	22	31	31
42	29	25	22	32	32
43	30	26	23	33	33
44	30	26	23	33	33
45	31	27	24	34	34
46	32	27	24	35	35
47	32	28	24	35	35
48	33	28	25	36	36
49	33	29	25	37	37
50	34	29	26	38	38
51	35	29	26	38	38
52	35	30	26	39	39
53	36	30	27	40	40
54	36	31	27	40	40
55	37	31	27	41	41
56	38	32	28	42	42
57	38	32	28	42	42
58	39	33	29	43	43
59	39	33	29	44	44
60	40	34	29	44	44
61	41	34	30	45	45
62	41	35	30	46	46
63	42	35	31	46	46
64	42	36	31	47	47
65	43	36	31	48	48
66	43	37	32	48	48
67	44	37	32	49	49
68	45	37	33	50	50
69	45	38	33	50	50
70	46	38	33	51	51
71	46	39	34	52	52
72	47	39	34	53	53
73	48	40	35	53	53
74	48	40	35	54	54
75	49	41	35	55	55
76	49	41	36	55	55
77	50	42	36	56	56
78	51	42	37	57	57
79	51	43	37	57	57
80	52	43	37	58	58
81	52	44	38	59	
82	53	44	38	59	
83	54	44	39	60	
84	54	45	39	61	
85	55	45	39	61	
86	55	46	40	62	
87	56	46	40	63	
88	56	47	41	63	
89	57	47	41	64	
90	58	48	41	65	
91	58	48	42	66	
92	59	49	42	66	
93	59	49	43	67	
94	60	50	43	68	
95	61	50	43	68	
96	661	51	44	69	
97	62	51	44	70	
98	62	52	45	70	
99	63	52	45	71	

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
24	24	7	7	7	7			
25	25	8	8	8	8			
26	26	8	8	8	8			
27	27	9	9	9	9			
28	28	9	9	9	9			
29	29	9	9	9	9			
30	30	10	10	10	10	1		
31	31	10	10	10	10	2		
32	32	11	11	11	11	2		
33	33	11	11	11	11	3		
34	34	12	12	12	12	3		
35	35	12	12	12	12	4	1	
36	36	13	13	13	13	4	1	
37	37	13	13	13	13	5	2	
38	38	13	13	13	13	5	2	
39	39	14	14	14	14	6	3	
40	40	14	14	14	14	6	3	1
41	41	15	15	15	15	7	3	1
42	42	15	15	15	15	7	4	1
43	43	16	16	16	16	8	4	2
44	44	16	16	16	16	8	5	2
45	45	17	17	17	17	9	5	2
46	46	17	17	17	17	9	5	2
47	47	17	17	17	17	10	6	2
48	48	18	18	18	18	10	6	3
49	49	18	18	18	18	11	7	3
50	50	19	19	19	19	11	7	3
51	51	19	19	19	19	12	7	3
52	52	20	20	20	20	12	8	3
53	53	20	20	20	20	13	8	4
54	54	21	21	21	21	13	9	4
55	55	21	21	21	21	14	9	4
56	56	21	21	21	21	14	9	4
57	57	22	22	22	22	15	10	4
58	58	22	22	22	22	15	10	5
59	59	23	23	23	23	16	11	5
60	60	23	23	23	23	16	11	5
61	61	24	24	24	24	17	11	5
62	62	24	24	24	24	17	12	5
63	63	25	25	25	25	18	12	6
64	64	25	25	25	25	18	13	6
65	65	25	25	25	25	19	13	6
66	66	26	26	26	26	19	13	6
67	67	26	26	26	26	20	14	6
68	68	27	27	27	27	20	14	7
69	69	27	27	27	27	21	15	7
70	70	28	28	28	28	21	15	7
71	71	28	28	28	28	22	15	7
72	72	29	29	29	29	22	16	7
73	73	29	29	29	29	23	16	8
74	74	29	29	29	29	23	17	8
75	75	30	30	30	30	24	17	8
76	76	30	30	30	30	24	17	8
77	77	31	31	31	31	25	18	8
78	78	31	31	31	31	25	18	9
79	79	32	32	32	32	26	19	9
80	80	32	32	32	32	26	19	9
81	81	33	33	33	33	27	19	9
82	82	33	33	33	33	27	20	9
83	83	33	33	33	33	28	20	10
84	84	34	34	34	34	28	21	10
85	85	34	34	34	34	29	21	10
86	86	35	35	35	35	29	21	10
87	87	35	35	35	35	30	22	10
88	88	36	36	36	36	30	22	11
89	89	36	36	36	36	31	23	11
90	90	37	37	37	37	31	23	11
91	91	37	37	37	37	32	23	11
92	92	37	37	37	37	32	24	11
93	93	38	38	38	38	33	24	12
94	94	38	38	38	38	33	25	12
95	95	39	39	39	39	34	25	12
96	96	39	39	39	39	34	25	12
97	97	40	40	40	40	35	26	12
98	98	40	40	40	40	35	26	13
99	99	41	41	41	41	36	27	13



Party Role

The Evoker's role in the party is to keep everyone nervously guessing as to which version of a given summon is going to emerge next. When the right effect hits at the proper time (Healing Light keeping the party alive, for example), it's a great feeling. For more information about Summon Magic, check out the section of the same name in the magic section of this guide.

End Game Viability

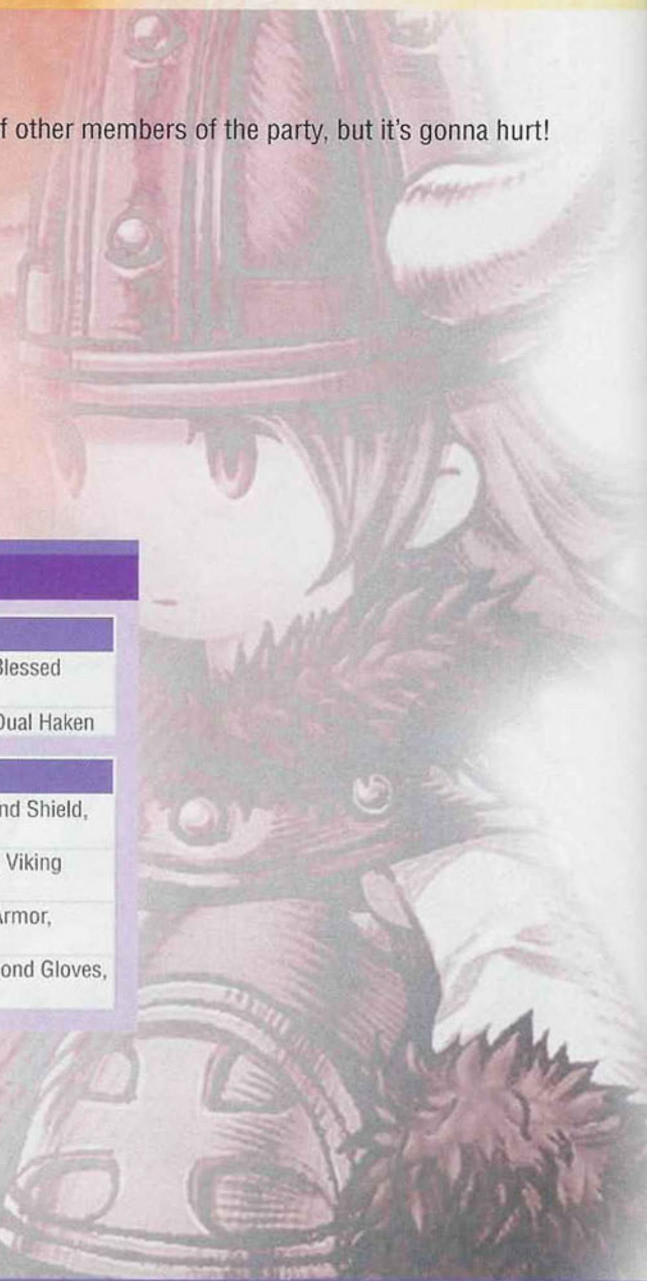
Evokers are nice, but you can easily replace them with a Summoner (with its predictable Summons) or a Sage (who has access to additional spells at each level). There's nothing wrong with Evokers, there are simply superior jobs.

Royal Crown

Defense	33
Magic Defense	36
Stat Bonus	+10 Intellect, +10 Mind

LEVEL 99

VIKING



Vikings have the ability to lure enemies into attacking them instead of other members of the party, but it's gonna hurt!

Additional Combat Commands

Provoke

Provoke keeps enemy attention focused on the heavily armored Viking—when it works! A Viking's armor and Vitality make them the best target in your party (for you).

Equipment List

WEAPONS	
Hammers	Hammer, Dragon Hammer, Triton Hammer, Platinum Hammer, Blessed Hammer, Mighty Hammer
Axes	Viking Axe, Battleaxe, Dual Tomahawk, Rune Axe, Demon Axe, Dual Haken

ARMOR	
Shields	Leather Shield, Mythril Shield, Ice Shield, Demon Shield, Diamond Shield, Aegis Shield, Crystal Shield
Head Armor	Leather Cap, Mythril Helm, Shell Helm, Ice Helm, Feathered Hat, Viking Helm, Diamond Helm, Ribbon, Crystal Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Mythril Armor, Shell Armor, Ice Armor, Flame Mail, Reflect Mail
Arms Armor	Bronze Bracers, Mythril Gloves, Gauntlets, Power Bracers, Diamond Gloves, Protect Ring, Crystal Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
24	24	15	20	15	17
25	25	16	20	16	17
26	26	16	21	16	18
27	27	16	22	16	18
28	28	17	22	17	19
29	29	17	23	17	19
30	30	18	24	18	20
31	31	18	25	18	20
32	32	18	25	18	21
33	33	19	26	19	21
34	34	19	27	19	21
35	35	20	27	20	22
36	36	20	28	20	22
37	37	20	29	20	23
38	38	21	29	21	23
39	39	21	30	21	24
40	40	22	31	22	24
41	41	22	31	22	25
42	42	22	32	22	25
43	43	23	33	23	26
44	44	23	33	23	26
45	45	24	34	24	27
46	46	24	35	24	27
47	47	24	35	24	28
48	48	25	36	25	28
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54	54	27	40	27	31
55	55	27	41	27	31
56	56	28	42	28	32
57	57	28	42	28	32
58	58	29	43	29	33
59	59	29	44	29	33
60	60	29	44	29	34
61	61	30	45	30	34
62	62	30	46	30	35
63	63	31	46	31	35
64	64	31	47	31	36
65	65	31	48	31	36
66	66	32	48	32	37
67	67	32	49	32	37
68	68	33	50	33	37
69	69	33	50	33	38
70	70	33	51	33	38
71	71	34	52	34	39
72	72	34	53	34	39
73	73	35	53	35	40
74	74	35	54	35	40
75	75	35	55	35	41
76	76	36	55	36	41
77	77	36	56	36	42
78	78	37	57	37	42
79	79	37	57	37	43
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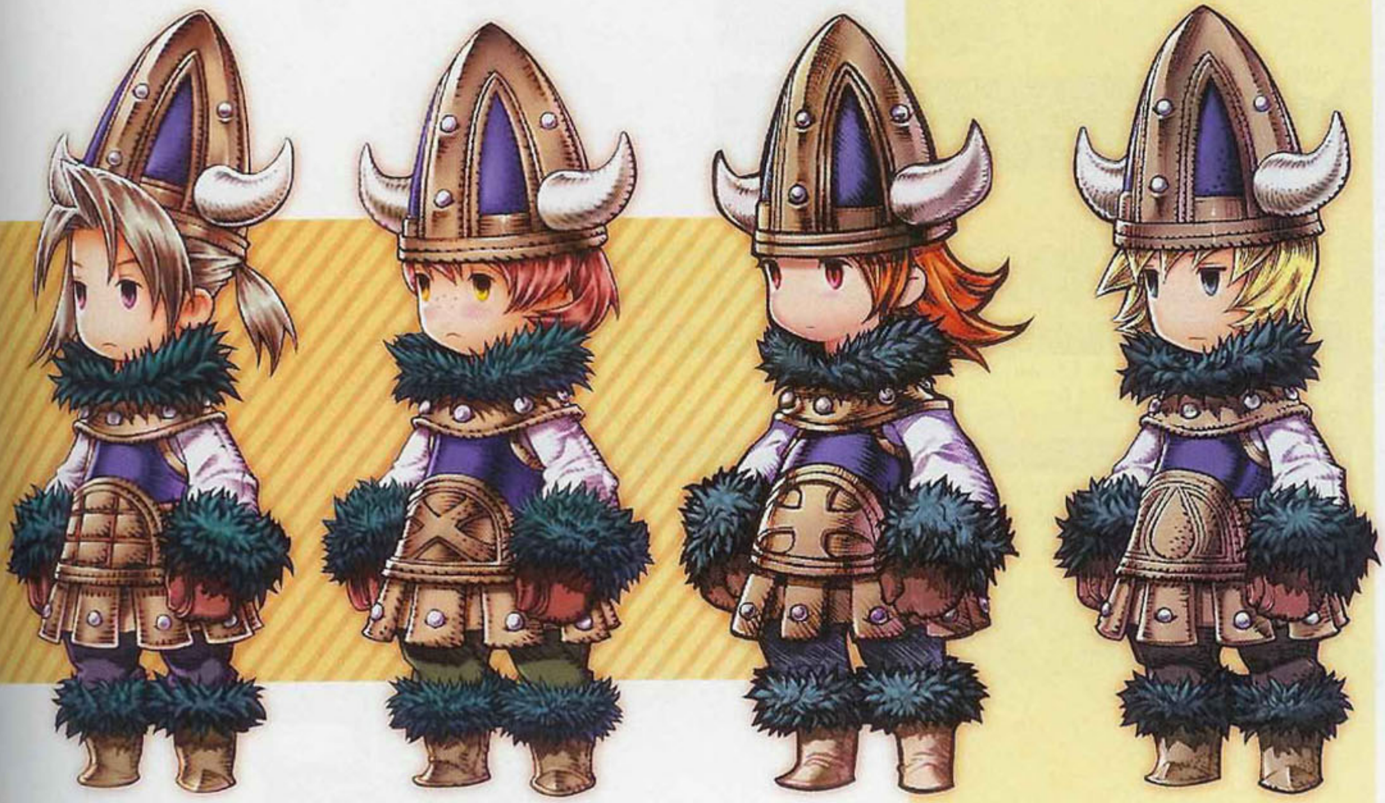
81	81	38	59	38	44
82	82	38	59	38	44
83	83	39	60	39	44
84	84	39	31	39	45
85	85	39	61	39	45
86	86	40	62	40	46
87	87	40	63	40	46
88	88	41	63	41	47
89	89	41	64	41	47
90	90	41	65	41	48
91	91	42	66	42	48
92	92	42	66	42	49
93	93	43	67	43	49
94	94	43	68	43	50
95	95	43	68	43	50
96	96	44	69	44	51
97	97	44	70	44	51
98	98	45	70	45	52
99	99	45	71	45	52



Party Role

If any job was designed to be a damage sponge, it's this one. This doesn't mean that they can't cause some damage while they're in the front lines soaking up incoming damage. All hammers have added lightning damage and Vikings have enormous strength stats. There is one thing to keep in mind about Provoke: It becomes more effective as the Viking's job level increases; the disparity in levels between a Viking and its target does not factor into it as much.

End Game Viability

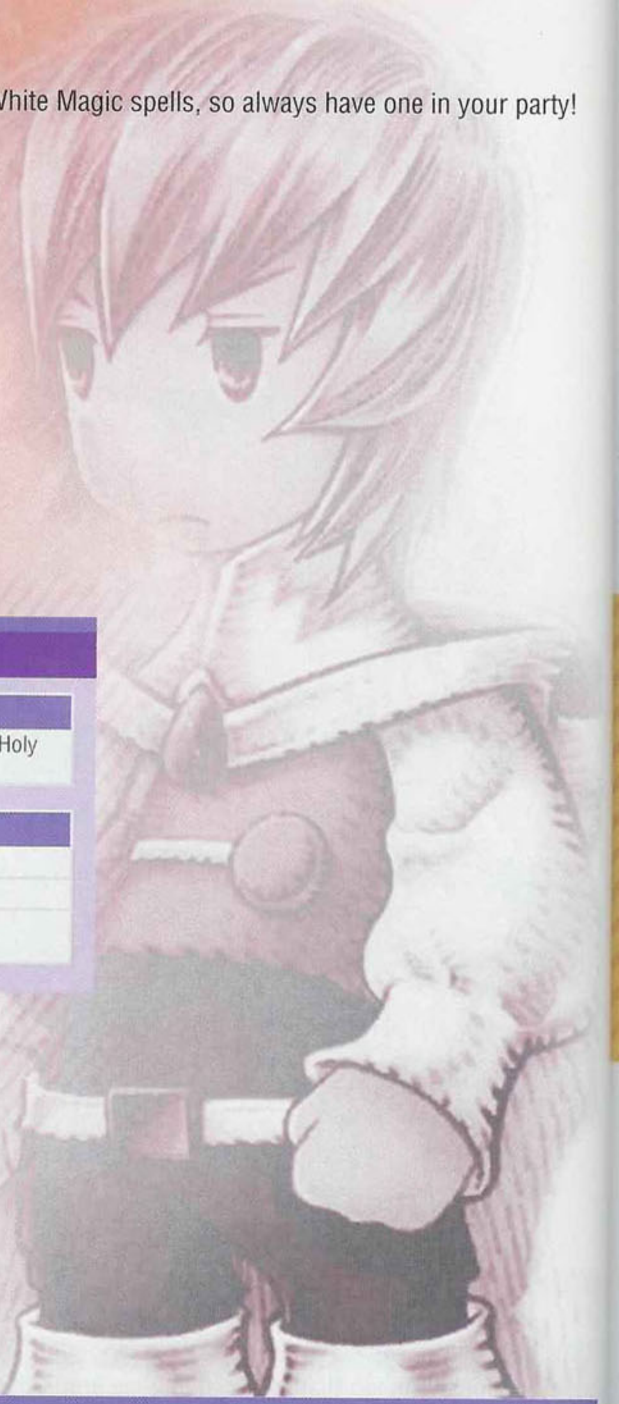
Since they're somewhat slow (their Agility ranks near the bottom of all jobs), you don't want to waste a round trying to land a Provoke, unless you've equipped the Viking with two shields for that purpose. However, these monsters (their strength is unrivaled) still hit hard enough to merit a spot in your party.

Mighty Hammer

Attack	145
Note	Deals lightning damage.
Stat Bonus	+20 Vitality

LEVEL 99

DEVOUT



Devouts are casters who have mastered white magic. They can use all White Magic spells, so always have one in your party!

Additional Combat Commands

Magic

Devouts have access to all White Magic spells, from Level 1 to Level 8.

White Magic

Cure, Poisona, Sight, Aero, Toad, Mini, Cura, Teleport, Blindna, Libra, Confuse, Silence, Curaga, Raise, Protect, Aeroga, Stona, Haste, Curaja, Esuna, Reflect, Tornado, Arise, Holy

Equipment List

WEAPONS	
Staff	Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Elder Staff, Holy Wand, Fire Rod, Ice Rod, Light Rod

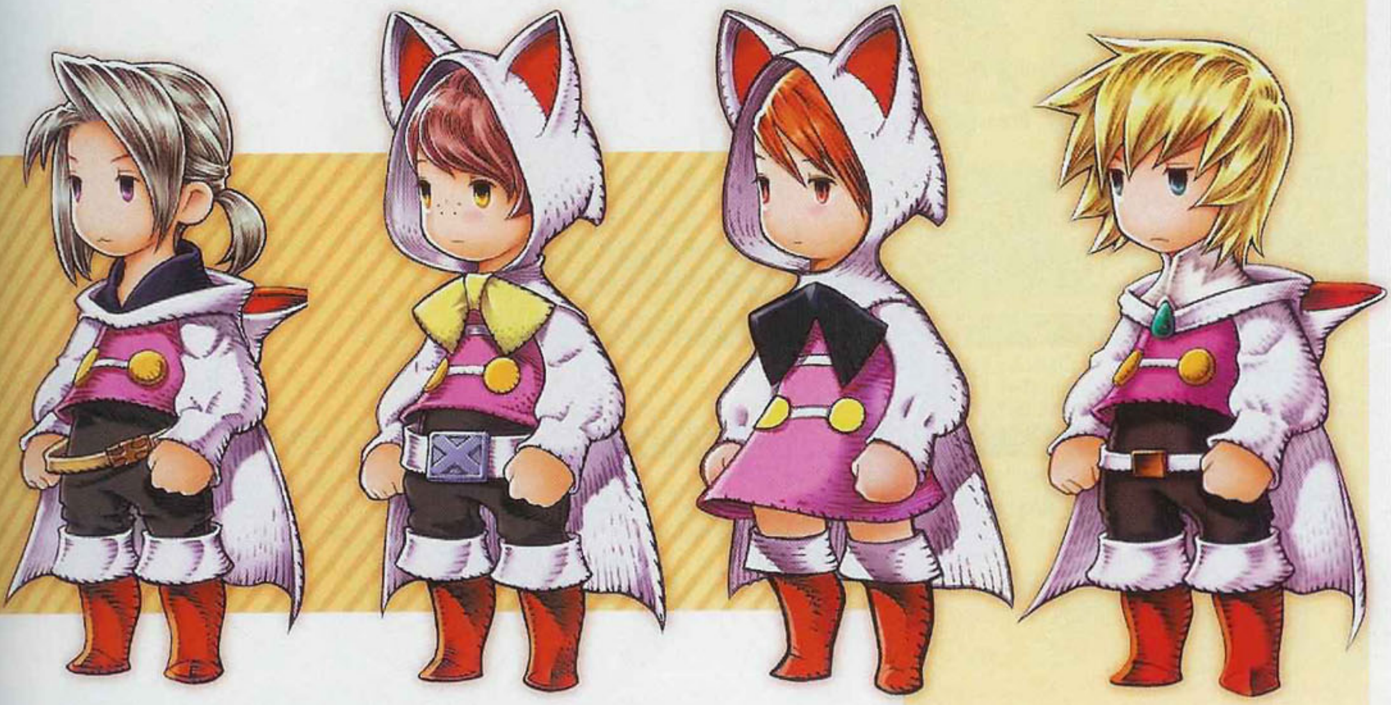
ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, White Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
46	24	27	32	27	46
47	24	28	32	28	47
48	25	28	33	28	48
49	25	29	33	29	49
50	26	29	34	29	50
51	26	29	35	29	51
52	26	30	35	30	52
53	27	30	36	30	53
54	27	31	36	31	54
55	27	31	37	31	55
56	28	32	38	32	56
57	28	32	38	32	57
58	29	33	39	33	58
59	29	33	39	33	59
60	29	34	40	34	60
61	30	34	41	34	61
62	30	35	41	35	62
63	31	35	42	35	63
64	31	36	42	36	64
65	31	36	43	36	65
66	32	37	43	37	66
67	32	37	44	37	67
68	33	37	45	37	68
69	33	38	45	38	69
70	33	38	46	38	70
71	34	39	46	39	71
72	34	39	47	39	72
73	35	40	48	40	73
74	35	40	48	40	74
75	35	41	49	41	75
76	36	41	49	41	76
77	36	42	50	42	77
78	37	42	51	42	78
79	37	43	51	43	79
80	37	43	52	43	80
81	38	44	52	44	81
82	38	44	53	44	82
83	39	44	54	44	83
84	39	45	54	45	84
85	39	45	55	45	85
86	40	46	55	46	86
87	40	46	56	46	87
88	41	47	56	47	88
89	41	47	57	47	89
90	41	48	58	48	90
91	42	48	58	48	91
92	42	49	59	49	92
93	43	49	59	49	93
94	43	50	60	50	94
95	43	50	61	50	95
96	44	51	61	51	96
97	44	51	62	51	97
98	45	52	62	52	98
99	45	52	63	52	99

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
46	14	13	12	9	17	15	10	4
47	15	14	13	9	17	15	10	4
48	15	14	13	10	17	16	10	4
49	15	14	13	10	18	16	10	5
50	16	15	13	10	18	16	11	5
51	16	15	13	10	18	17	11	5
52	16	15	13	10	19	17	11	5
53	16	15	14	11	19	17	11	5
54	17	16	14	11	19	18	11	5
55	17	16	14	11	20	18	11	5
56	17	16	14	11	20	18	12	5
57	18	16	15	11	20	18	12	5
58	18	17	15	11	21	19	12	5
59	18	17	15	12	21	19	12	5
60	18	17	15	12	21	19	12	5
61	19	18	16	12	22	20	13	5
62	19	18	16	12	22	20	13	5
63	19	18	16	12	23	20	13	6
64	20	18	16	13	23	21	13	6
65	20	19	17	13	23	21	13	6
66	20	19	17	13	24	21	14	6
67	21	19	17	13	24	22	14	6
68	21	19	17	13	24	22	14	6
69	21	20	18	13	25	22	14	6
70	21	20	18	14	25	23	14	6
71	22	20	18	14	25	23	15	6
72	22	21	18	14	26	23	15	6
73	22	21	19	14	26	23	15	6
74	23	21	19	14	26	24	15	6
75	23	21	19	15	27	24	15	6
76	23	22	19	15	27	24	16	6
77	23	22	20	15	27	25	16	7
78	24	22	20	15	28	25	16	7
79	24	22	20	15	28	25	16	7
80	24	23	20	16	28	26	16	7
81	25	23	21	16	29	26	17	7
82	25	23	21	16	29	26	17	7
83	25	24	21	16	29	27	17	7
84	26	24	21	16	30	27	17	7
85	26	24	22	16	30	27	17	7
86	26	24	22	17	30	28	17	7
87	26	25	22	17	31	28	18	7
88	27	25	22	17	31	28	18	7
89	27	25	23	17	32	28	18	7
90	27	26	23	17	32	29	18	7
91	28	26	23	18	32	29	18	8
92	28	26	23	18	33	29	19	8
93	28	26	24	18	33	30	19	8
94	29	27	24	18	33	30	19	8
95	29	27	24	18	34	30	19	8
96	29	27	24	18	34	31	19	8
97	29	27	25	19	34	31	20	8
98	30	28	25	19	35	31	20	8
99	30	28	25	19	35	32	20	8



Party Role

A Devout is an upgraded White Mage who assumes the same role in your party. They can heal, remove negative statuses when applicable, and chip in with light and wind damage in-between healing.

End Game Viability

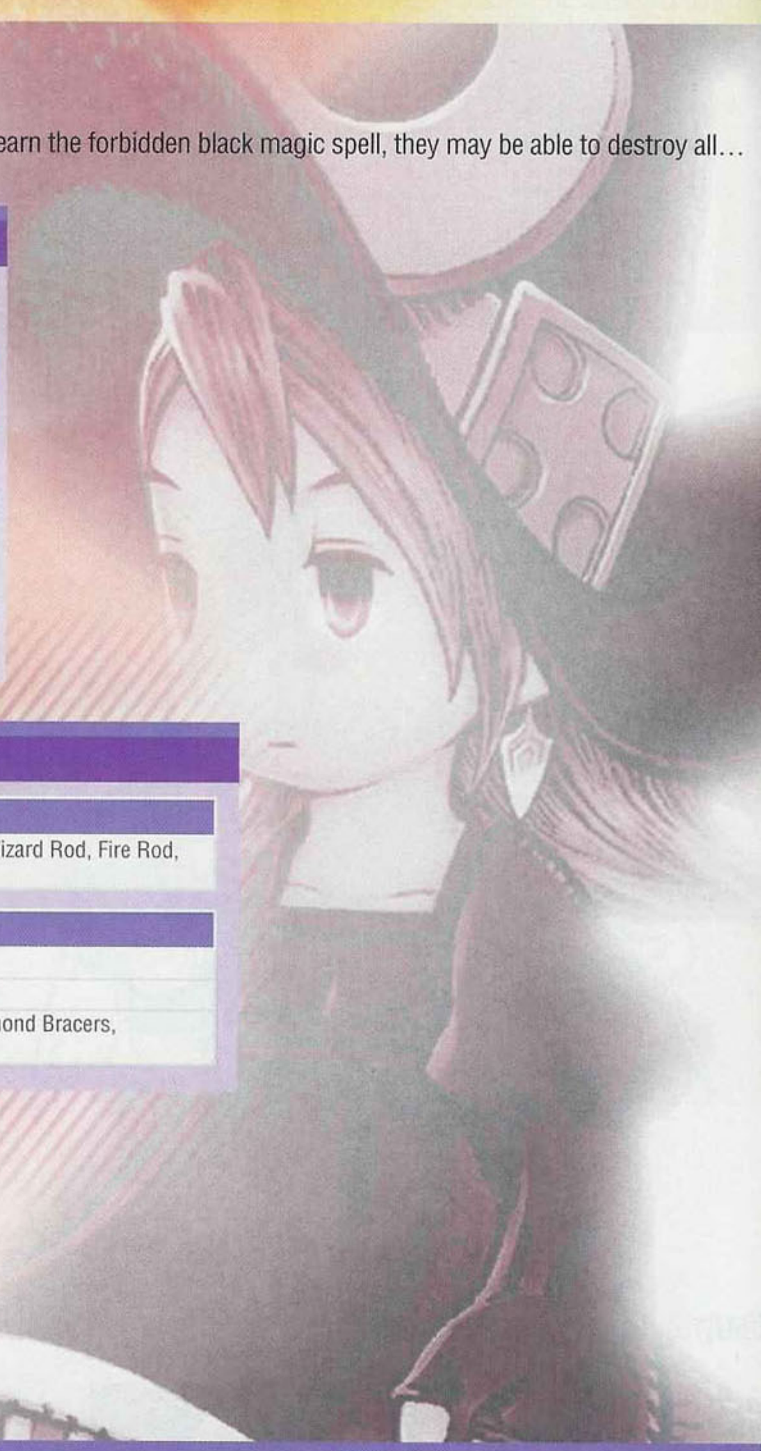
Plan on including a Sage or Devout in your party for the World of Darkness area. Arise is an absolute necessity for the boss encounters awaiting you there, and there are only three classes who can use it. One of those classes is the awkward-until-extremly-high-level Onion Knight. Devouts have more high-level Magic Points than Sages.

Holy Wand

Attack	110
Stat Bonus	+20 Mind
Note	Casts Curaga.

LEVEL 99

MAGUS



Magi are casters who have mastered black magic. If they can learn the forbidden black magic spell, they may be able to destroy all…

Additional Combat Commands

Magic

Magi use all Black Magic spells, ranging from Level 1 to Level 8.

Black Magic

Fire, Blizzard, Sleep, Thunder, Poison, Blind, Fira, Blizzara, Thundara, Break, Blizzaga, Shade, Thundaga, Raze, Erase, Firaga, Bio, Warp, Quake, Breakga, Drain, Meteor, Flare, Death

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod, Millenium Rod

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
46	24	32	27	46	27
47	24	32	28	47	28
48	25	33	28	48	28
49	25	33	29	49	29
50	26	34	29	50	29
51	26	35	29	51	29
52	26	35	30	52	30
53	27	36	30	53	30
54	27	36	31	54	31
55	27	37	31	55	31
56	28	38	32	56	32
57	28	38	32	57	32
58	29	39	33	58	33
59	29	39	33	59	33
60	29	40	34	60	34
61	30	41	34	61	34
62	30	41	35	62	35
63	31	42	35	63	35
64	31	42	36	64	36
65	31	43	36	65	36
66	32	43	37	66	37
67	32	44	37	67	37
68	33	45	37	68	37
69	33	45	38	69	38
70	33	46	38	70	38
71	34	46	39	71	39
72	34	47	39	72	39
73	35	48	40	73	40
74	35	48	40	74	40
75	35	49	41	75	41
76	36	49	41	76	41
77	36	50	42	77	42
78	37	51	42	78	42
79	37	51	43	79	43
80	37	52	43	80	43
81	38	52	44	81	44
82	38	53	44	82	44
83	39	54	44	83	44
84	39	54	45	84	45
85	39	55	45	85	45
86	40	55	46	86	46
87	40	56	46	87	46
88	41	56	47	88	47
89	41	57	47	89	47
90	41	58	48	90	48
91	42	58	48	91	48
92	42	59	49	92	49
93	43	59	49	93	49
94	43	60	50	94	50
95	43	61	50	95	50
96	44	61	51	96	51
97	44	62	51	97	51
98	45	62	52	98	52
99	45	63	52	99	52

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
46	14	13	12	9	17	15	10	4
47	15	14	13	9	17	15	10	4
48	15	14	13	10	17	16	10	4
49	15	14	13	10	18	16	10	5
50	16	15	13	10	18	16	11	5
51	16	15	13	10	18	17	11	5
52	16	15	13	10	19	17	11	5
53	16	15	14	11	19	17	11	5
54	17	16	14	11	19	18	11	5
55	17	16	14	11	20	18	11	5
56	17	16	14	11	20	18	12	5
57	18	16	15	11	20	18	12	5
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60	18	17	15	12	21	19	12	5
61	19	18	16	12	22	20	13	5
62	19	18	16	12	22	20	13	5
63	19	18	16	12	23	20	13	6
64	20	18	16	13	23	21	13	6
65	20	19	17	13	23	21	13	6
66	20	19	17	13	24	21	14	6
67	21	19	17	13	24	22	14	6
68	21	19	17	13	24	22	14	6
69	21	20	18	13	25	22	14	6
70	21	20	18	14	25	23	14	6
71	22	20	18	14	25	23	15	6
72	22	21	18	14	26	23	15	6
73	22	21	19	14	26	23	15	6
74	23	21	19	14	26	24	15	6
75	23	21	19	15	27	24	15	6
76	23	22	19	15	27	24	16	6
77	23	22	20	15	27	25	16	7
78	24	22	20	15	28	25	16	7
79	24	22	20	15	28	25	16	7
80	24	23	20	16	28	26	16	7
81	25	23	21	16	29	26	17	7
82	25	23	21	16	29	26	17	7
83	25	24	21	16	29	27	17	7
84	26	24	21	16	30	27	17	7
85	26	24	22	16	30	27	17	7
86	26	24	22	17	30	28	17	7
87	26	25	22	17	31	28	18	7
88	27	25	22	17	31	28	18	7
89	27	25	23	17	32	28	18	7
90	27	26	23	17	32	29	18	7
91	28	26	23	18	32	29	18	8
92	28	26	23	18	33	29	19	8
93	28	26	24	18	33	30	19	8
94	29	27	24	18	33	30	19	8
95	29	27	24	18	34	30	19	8
96	29	27	24	18	34	31	19	8
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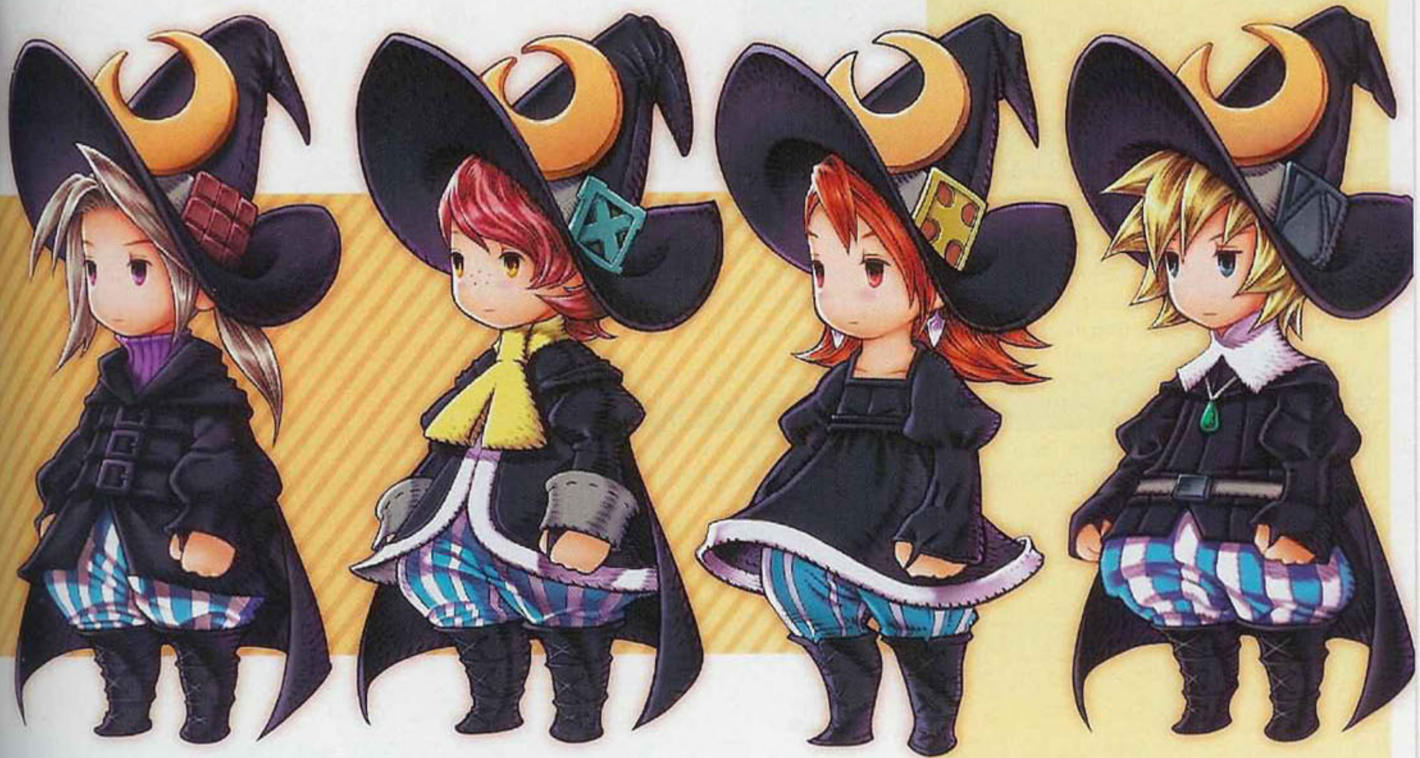
98	30	28	25	19	35	31	20	8
99	30	28	25	19	35	32	20	8



Party Role

Dealing damage through the use of spells is the forte of this class, even playing a more important role than their earlier counterpart, the Black Mage. Unlike Black Mages, they can only use staves as weapons, which limits their damage dealing ability to spellcasting.

End Game Viability

The problem with taking any class that is dependent on magic for damage is that only high-level spells cause significant damage and the Magic Points generally run out before the enemies do. This problem is compounded when the only means to restore MP is to down an Elixir (there are no places to restore HP and MP after you step foot inside the Crystal Tower, unless you go back through the Ancient's Maze). That being said, nothing damages an enemy quite like a Black Magic spell that matches that enemy's weakness.

Millenium Rod

Attack 110

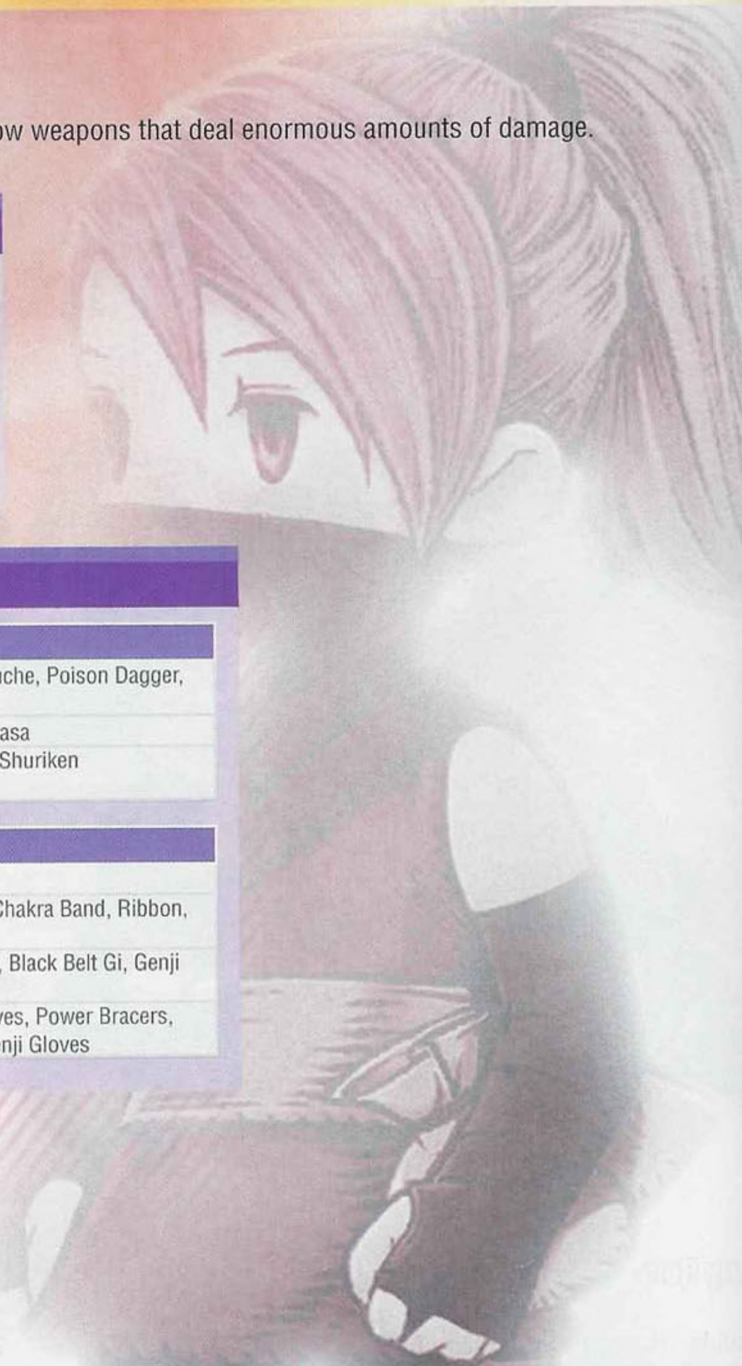
Stat Bonus +10 Intellect, +10 Mind

Note Casts Blizzaga.

LEVEL 99

NINJA

Ninja excel at using dark blades. They have the ability to throw weapons that deal enormous amounts of damage.



Additional Combat Commands

Throw

Ninja have the ability to throw weapons at enemies to inflict damage. Weapons used in this fashion are lost.

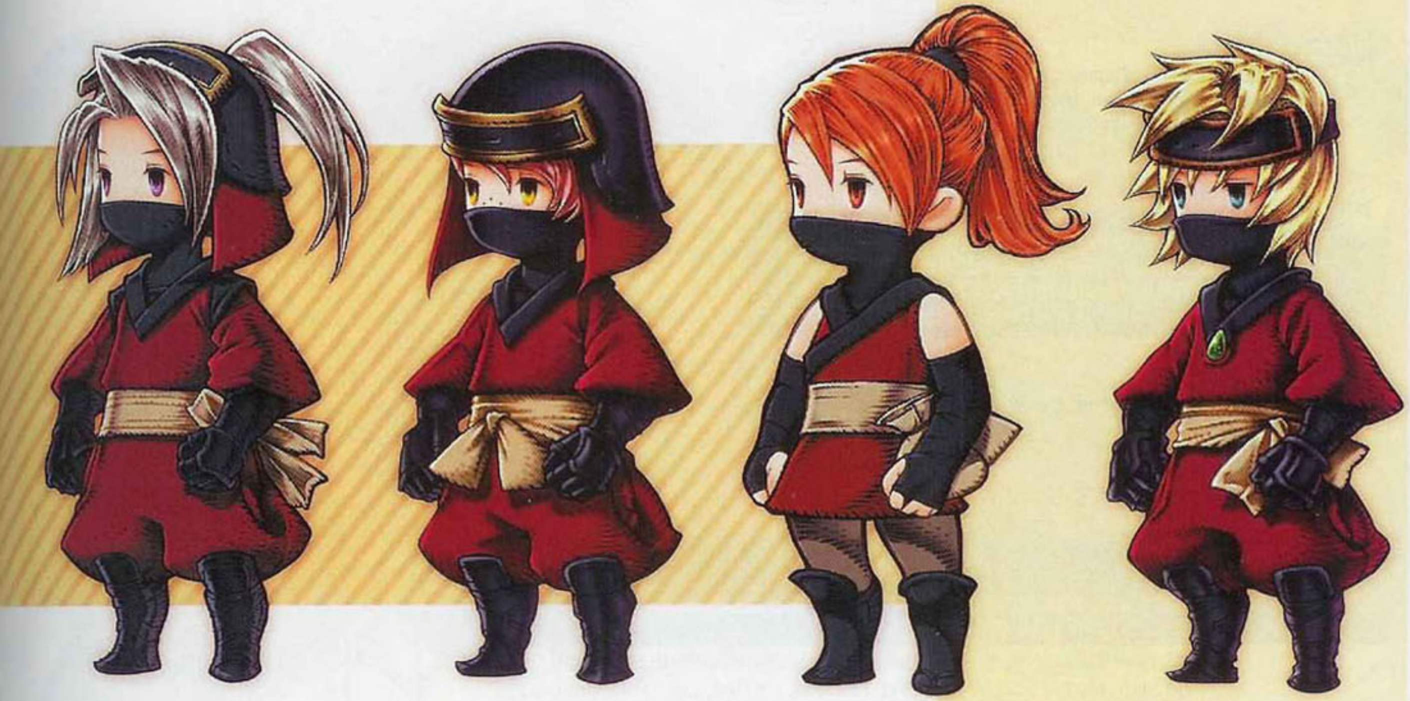
Equipment List

WEAPONS	
Daggers	Knife, Dagger, Mythril Knife, Spark Dagger, Main Gauche, Poison Dagger, Behemoth Knife, Air Knife, Dark Knife, Lust Dagger
Katanas	Ashura, Kotetsu, Kiku-Ichimonji, Masamune, Muramasa
Thrown Weapons	Boomerang, Chakram, Rising Sun, Moonring Blade, Shuriken ("Throw" ability only)

ARMOR	
Shields	Leather Shield, Genji Shield
Head Armor	Leather Cap, Headband, Feathered Hat, Black Cowl, Chakra Band, Ribbon, Genji Helm
Body Armor	Vest, Rusty Mail, Leather Mail, Kenpo Gi, Black Garb, Black Belt Gi, Genji Armor, Fuma Garb
Arms Armor	Bronze Bracers, Mythril Gloves, Gauntlets, Thief Gloves, Power Bracers, Diamond Bracers, Diamond Gloves, Protect Ring, Genji Gloves

Stats

LV	STR	AGL	VIT	INT	MIND
46	35	41	27	27	27
47	35	42	28	28	28
48	36	43	28	28	28
49	37	44	29	29	29
50	38	45	29	29	29
51	38	45	29	29	29
52	39	46	30	30	30
53	40	47	30	30	30
54	40	48	31	31	31
55	41	49	31	31	31
56	42	49	32	32	32
57	42	50	32	32	32
58	43	51	33	33	33
59	44	52	33	33	33
60	44	53	34	34	34
61	45	54	34	34	34
62	46	54	35	35	35
63	46	55	35	35	35
64	47	56	36	36	36
65	48	57	36	36	36
66	48	58	37	37	37
67	49	59	37	37	37
68	50	59	37	37	37
69	50	60	38	38	38
70	51	61	38	38	38
71	52	62	39	39	39
72	53	63	39	39	39
73	53	64	40	40	40
74	54	64	40	40	40
75	55	65	41	41	41
76	55	66	41	41	41
77	56	67	42	42	42
78	57	68	42	42	42
79	57	68	43	43	43
80	58	69	43	43	43
81	59	70	44	44	44
82	59	71	44	44	44
83	60	72	44	44	44
84	61	73	45	45	45
85	61	73	45	45	45
86	62	74	46	46	46
87	63	75	46	46	46
88	63	76	47	47	47
89	64	77	47	47	47
90	65	78	48	48	48
91	66	78	48	48	48
92	66	79	49	49	49
93	67	80	49	49	49
94	68	81	50	50	50
95	68	82	50	50	50
96	69	83	51	51	51
97	70	83	51	51	51
98	70	84	52	52	52
99	71	85	52	52	52



Party Role

Whether it's with dual katana or hurling weapons at enemies, Ninja are melee damage wonders. Stick a Ninja in the front line with a katana, or slide the job into the back ranks and throw old weapons to clean up inventory and clear out enemies.

End Game Viability

Throwing Shuriken is a great way to inflict massive damage on some of the bosses in the Crystal Tower and World of Darkness. These weapons aren't cheap and you need to buy a decent stock from Eureka if you want to use Shuriken against more than one boss. A Ninja can deal sufficient damage from the front row while using a katana, but this isn't the most robust of classes, sporting a relatively low vitality score.

Muramasa

Attack	140
Note	Effective against dividing enemies.
Stat Bonus	+5 Strength, +10 Agility, +5 Vitality, +5 Intellect, +5 Mind

LEVEL 99

SAGE

Sages are those who have gained knowledge in all schools of the arcane arts. They can use all types of spells!

Combat Commands

Magic

Sages have access to all three forms of magic that require Magic Points: Black, Summon and White.

Black Magic

Fire, Blizzard, Sleep, Thunder, Poison, Blind, Fira, Blizzara, Thundara, Break, Blizzaga, Shade, Thundaga, Raze, Erase, Firaga, Bio, Warp, Quake, Breakga, Drain, Meteor, Flare, Death

White Magic

Cure, Poisona, Sight, Aero, Toad, Mini, Cura, Teleport, Blindna, Libra, Confuse, Silence, Curaga, Raise, Protect, Aeroga, Stona, Haste, Curaja, Esuna, Reflect, Tornado, Arise, Holy

Summon Magic

Escape, Icen, Spark, Heatra, Hyper, Catastro, Leviath, Bahamur

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Elder Staff, Sage Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod

ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, White Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring

Stats

LV	STR	AGL	VIT	INT	MIND
46	21	21	32	41	41
47	21	21	32	42	42
48	21	21	33	43	43
49	22	22	33	44	44
50	22	22	34	45	45
51	22	22	35	45	45
52	23	23	35	46	46
53	23	23	36	47	47
54	23	23	36	48	48
55	24	24	37	49	49
56	24	24	38	49	49
57	24	24	38	50	50
58	25	25	39	51	51
59	25	25	39	52	52
60	25	25	40	53	53
61	26	26	41	54	54
62	26	26	41	54	54
63	26	26	42	55	55
64	27	27	42	56	56
65	27	27	43	57	57
66	27	27	43	58	58
67	28	28	44	59	59
68	28	28	45	59	59
69	28	28	45	60	60
70	29	29	46	61	61
71	29	29	46	62	62
72	29	29	47	63	63
73	30	30	48	64	64
74	30	30	48	64	64
75	30	30	49	65	65
76	30	30	49	66	66
77	31	31	50	67	67
78	31	31	51	68	68
79	31	31	51	68	68
80	32	32	52	69	69
81	32	32	52	70	70
82	32	32	53	71	71
83	33	33	54	72	72
84	33	33	54	73	73
85	33	33	55	73	73
86	34	34	55	74	74
87	34	34	56	75	75
88	34	34	56	76	76
89	35	35	57	77	77
90	35	35	58	78	78
91	35	35	58	78	78
92	36	36	59	79	79
93	36	36	59	80	80
94	36	36	60	81	81
95	37	37	61	82	82
96	37	37	61	83	83
97	37	37	62	83	83
98	38	38	62	84	84
99	38	38	63	85	85

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
46	23	20	17	14	11	8	5	2
47	24	21	17	14	11	8	5	2
48	24	21	18	15	12	9	6	2
49	25	21	18	15	12	9	6	2
50	25	22	19	15	12	9	6	3
51	25	22	19	16	12	9	6	3
52	26	23	19	16	13	9	6	3
53	26	23	20	16	13	9	6	3
54	27	23	20	17	13	10	6	3
55	27	24	20	17	13	10	6	3
56	28	24	21	17	14	10	6	3
57	28	25	21	17	14	10	6	3
58	29	25	21	18	14	10	6	3
59	29	26	22	18	14	10	7	3
60	30	26	22	18	14	11	7	3
61	30	26	23	19	15	11	7	3
62	31	27	23	19	15	11	7	3
63	31	27	23	19	15	11	7	3
64	32	28	24	19	15	11	7	3
65	32	28	24	20	16	11	7	3
66	33	29	24	20	16	12	7	3
67	33	29	25	20	16	12	7	3
68	34	29	25	21	16	12	7	3
69	34	30	25	21	16	12	8	3
70	35	30	26	21	17	12	8	3
71	35	31	26	22	17	12	8	3
72	36	31	26	22	17	12	8	3
73	36	32	27	22	17	13	8	3
74	37	32	27	22	18	13	8	3
75	37	32	28	23	18	13	8	3
76	38	33	28	23	18	13	8	3
77	38	33	28	23	18	13	8	3
78	39	34	29	24	19	13	8	3
79	39	34	29	24	19	14	9	3
80	40	35	29	24	19	14	9	3
81	40	35	30	24	19	14	9	3
82	41	35	30	25	19	14	9	3
83	41	36	30	25	20	14	9	4
84	42	36	31	25	20	14	9	4
85	42	37	31	26	20	15	9	4
86	43	37	31	26	20	15	9	4
87	43	37	32	26	21	15	9	4
88	44	38	32	26	21	15	9	4
89	44	38	33	27	21	15	9	4
90	45	39	33	27	21	15	10	4
91	45	39	33	27	21	16	10	4
92	46	40	34	28	22	16	10	4
93	46	40	34	28	22	16	10	4
94	47	40	34	28	22	16	10	4
95	47	41	35	29	22	16	10	4
96	48	41	35	29	23	16	10	4
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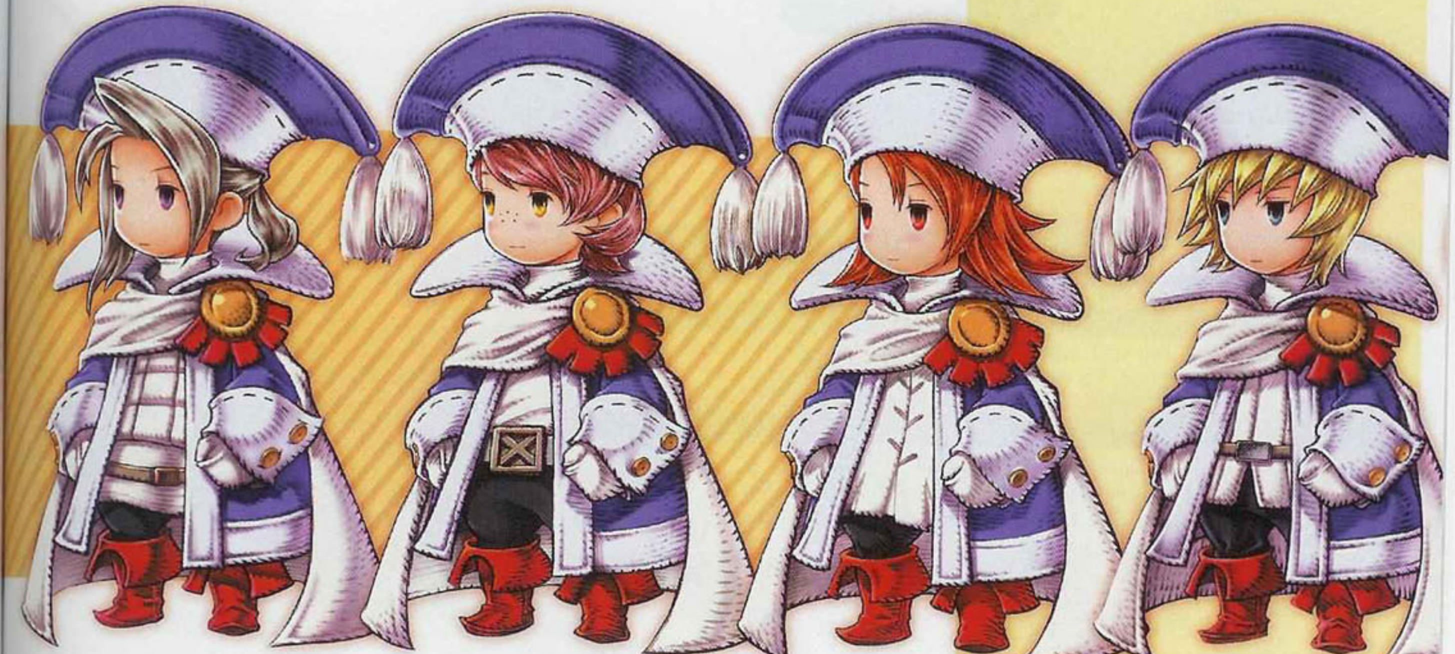
98	49	42	36	29	23	17	10	4
99	49	43	36	30	23	17	10	4



Party Role

The ultimate magic user. You name it, the Sage can cast it! Sages can take on the role of healer, damage dealer, or pot luck spellcaster using Summons.

End Game Viability

Fill the Sage's spell list with all Summons and healing spells (including Raise and Arise) and place Black Magic in the remaining spots. With Aegis Shields and Ribbons, there's no need for spells like Stona and Esuna. Although Sages don't have as many Spell Points as the specialists (Devout, Magus, and Summoner), there is a tremendous advantage having one character who has access to all forms of magic. Whether you like the dedicated Devout or the versatile Sage, do not set foot in the World of Darkness without at least one of these jobs in the party.

Sage's Staff

Attack	110
Stat Bonus	+10 All Stats

LEVEL 99

SUMMONER

Summoners can draw the hidden powers of summoned beasts. Their powers will be further enhanced if they can find th legendary beasts…

Additional Combat Commands

Magic

Summoners have access to Summon Magic, ranging from level 1 to 8.

Summon Magic

Escape, Icen, Spark, Heatra, Hyper, Catastro, Leviath, Bahamur

Equipment List

WEAPONS	
Staves	Staff, Fire Staff, Ice Staff, Light Staff, Golem Staff, Rune Staff, Mythril Rod, Wizard Rod, Fire Rod, Ice Rod, Light Rod, Omnirod

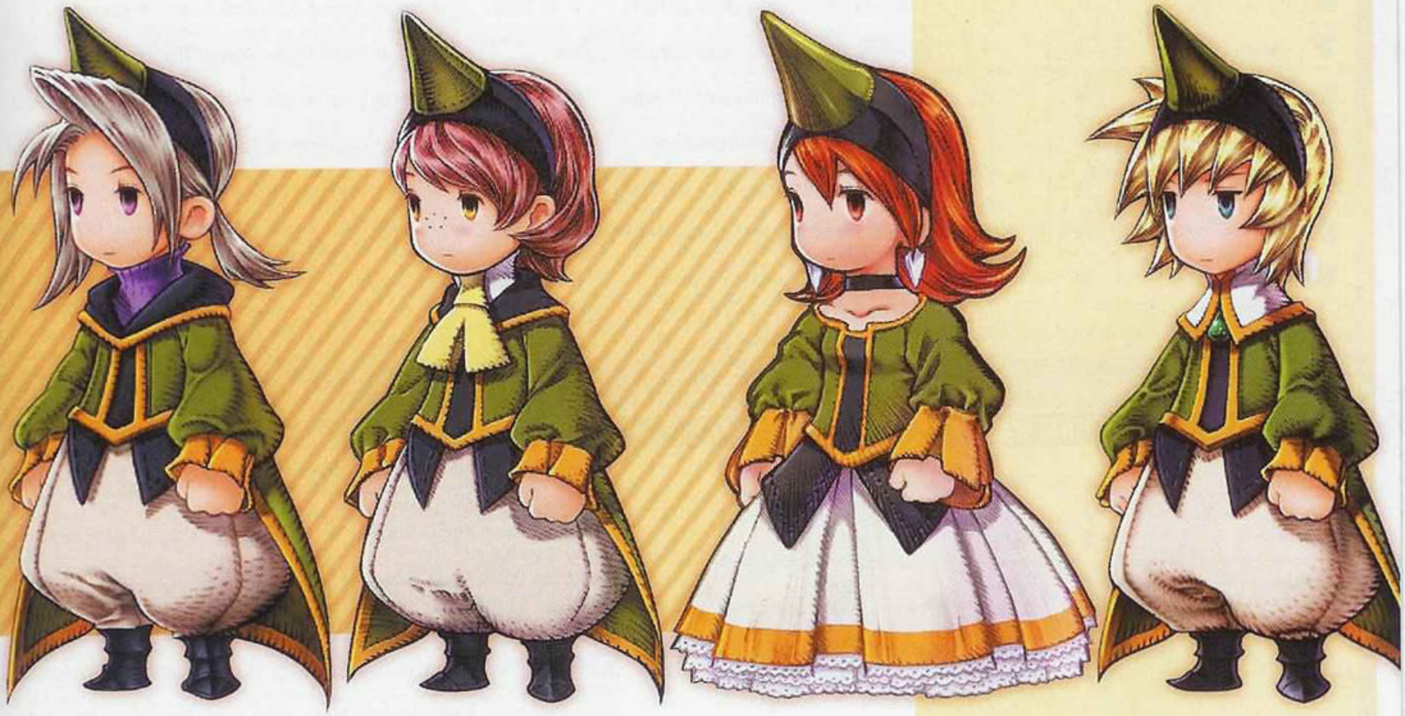
ARMOR	
Head Armor	Leather Cap, Feathered Hat, Ribbon
Body Armor	Vest, Leather Mail, Mage Robe, White Robe, Black Robe
Arms Armor	Bronze Bracers, Mythril Bracers, Rune Bracers, Diamond Bracers, Protect Ring, Astral Bracers

Stats

LV	STR	AGL	VIT	INT	MIND
46	24	24	27	41	41
47	24	24	28	42	42
48	25	25	28	43	43
49	25	25	29	44	44
50	26	26	29	45	45
51	26	26	29	45	45
52	26	26	30	46	46
53	27	27	30	47	47
54	27	27	31	48	48
55	27	27	31	49	49
56	28	28	32	49	49
57	28	28	32	50	50
58	29	29	33	51	51
59	29	29	33	52	52
60	29	29	34	53	53
61	30	30	34	54	54
62	30	30	35	54	54
63	31	31	35	55	55
64	31	31	36	56	56
65	31	31	36	57	57
66	32	32	37	58	58
67	32	32	37	59	59
68	33	33	37	59	59
69	33	33	38	60	60
70	33	33	38	61	61
71	34	34	39	62	62
72	34	34	39	63	63
73	35	35	40	64	64
74	35	35	40	64	64
75	35	35	41	65	65
76	36	36	41	66	66
77	36	36	42	67	67
78	37	37	42	68	68
79	37	37	43	68	68
80	37	37	43	69	69
81	38	38	44	70	70
82	38	38	44	71	71
83	39	39	44	72	72
84	39	39	45	73	73
85	39	39	45	73	73
86	40	40	46	74	74
87	40	40	46	75	75
88	41	41	47	76	76
89	41	41	47	77	77
90	41	41	48	78	78
91	42	42	48	78	78
92	42	42	49	79	79
93	43	43	49	80	80
94	43	43	50	81	81
95	43	43	50	82	82
96	44	44	51	83	83
97	44	44	51	83	83
98	45	45	52	84	84
99	45	45	52	85	85

Magic Points by Level

LV	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
46	46	17	17	17	17	9	5	2
47	47	17	17	17	17	10	6	2
48	48	18	18	18	18	10	6	3
49	49	18	18	18	18	11	7	3
50	50	19	19	19	19	11	7	3
51	51	19	19	19	19	12	7	3
52	52	20	20	20	20	12	8	3
53	53	20	20	20	20	13	8	4
54	54	21	21	21	21	13	9	4
55	55	21	21	21	21	14	9	4
56	56	21	21	21	21	14	9	4
57	57	22	22	22	22	15	10	4
58	58	22	22	22	22	15	10	5
59	59	23	23	23	23	16	11	5
60	60	23	23	23	23	16	11	5
61	61	24	24	24	24	17	11	5
62	62	24	24	24	24	17	12	5
63	63	25	25	25	25	18	12	6
64	64	25	25	25	25	18	13	6
65	65	25	25	25	25	19	13	6
66	66	26	26	26	26	19	13	6
67	67	26	26	26	26	20	14	6
68	68	27	27	27	27	20	14	7
69	69	27	27	27	27	21	15	7
70	70	28	28	28	28	21	15	7
71	71	28	28	28	28	22	15	7
72	72	29	29	29	29	22	16	7
73	73	29	29	29	29	23	16	8
74	74	29	29	29	29	23	17	8
75	75	30	30	30	30	24	17	8
76	76	30	30	30	30	24	17	8
77	77	31	31	31	31	25	18	8
78	78	31	31	31	31	25	18	9
79	79	32	32	32	32	26	19	9
80	80	32	32	32	32	26	19	9
81	81	33	33	33	33	27	19	9
82	82	33	33	33	33	27	20	9
83	83	33	33	33	33	28	20	10
84	84	34	34	34	34	28	21	10
85	85	34	34	34	34	29	21	10
86	86	35	35	35	35	29	21	10
87	87	35	35	35	35	30	22	10
88	88	36	36	36	36	30	22	11
89	89	36	36	36	36	31	23	11
90	90	37	37	37	37	31	23	11
91	91	37	37	37	37	32	23	11
92	92	37	37	37	37	32	24	11
93	93	38	38	38	38	33	24	12
94	94	38	38	38	38	33	25	12
95	95	39	39	39	39	34	25	12
96	96	39	39	39	39	34	25	12
97	97	40	40	40	40	35	26	12
98	98	40	40	40	40	35	26	13
99	99	41	41	41	41	36	27	13



Party Role

Unlike Evoker and Sage, the Summoner offers consistent effects with summon spells. All Summoner spells are used from an offensive standpoint, offering a wide range of elemental-based damage. To get the most out of this job, complete the three optional areas, Lake Dohr, Saronia Catacombs and Bahamut's Lair.

End Game Viability

This job is excellent if Odin, Bahamut and Leviathan are spell choices. Odin isn't as important as the other two, as his instant KO ability isn't as effective against enemies closer to the level of the party. One benefit to using a Summoner over another spell casting job (such as Magus or Black Mage) is that Summon spells are resistant to Reflect.

Astral Bracers

Defense	47
Magic Defense	20
Stat Bonus	+10 Intellect, +10 Mind

LEVEL 99

ARMOR

The protective armor used by all jobs is covered here, broken down by the slot in which they are equipped. Head, Body and Arms gear are equipped in their respective slots. Shields can be equipped in either hand (or both).

Shields

ITEM	DEF.	MAG. DEF.	NOTE	STAT. BON.	USABLE BY
Leather Shield	2	1	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Thief, Dragoon, Viking, Dark Knight, Ninja
Mythril Shield	3	3	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Thief, Dragoon, Viking, Dark Knight
Ice Shield	6	4	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Thief, Dragoon, Viking, Dark Knight
Heroic Shield	9	6	Protects against some status ailments.	+1 All Stats	Freelancer, Onion Knight, Warrior, Knight, Dragoon
Demon Shield	12	8	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Dragoon, Viking, Dark Knight
Diamond Shield	14	10	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Knight, Dragoon, Viking
Aegis Shield	16	17	Protects against all status ailments.	+4 Mind	Freelancer, Onion Knight, Red Mage, Knight, Dragoon, Viking
Genji Shield	18	13	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Dark Knight, Ninja
Crystal Shield	20	15	Protects against some status ailments.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dragoon, Viking, Dark Knight
Onion Shield	30	30	Protects against all status ailments.	+2 All Stats	Onion Knight

Head Armor

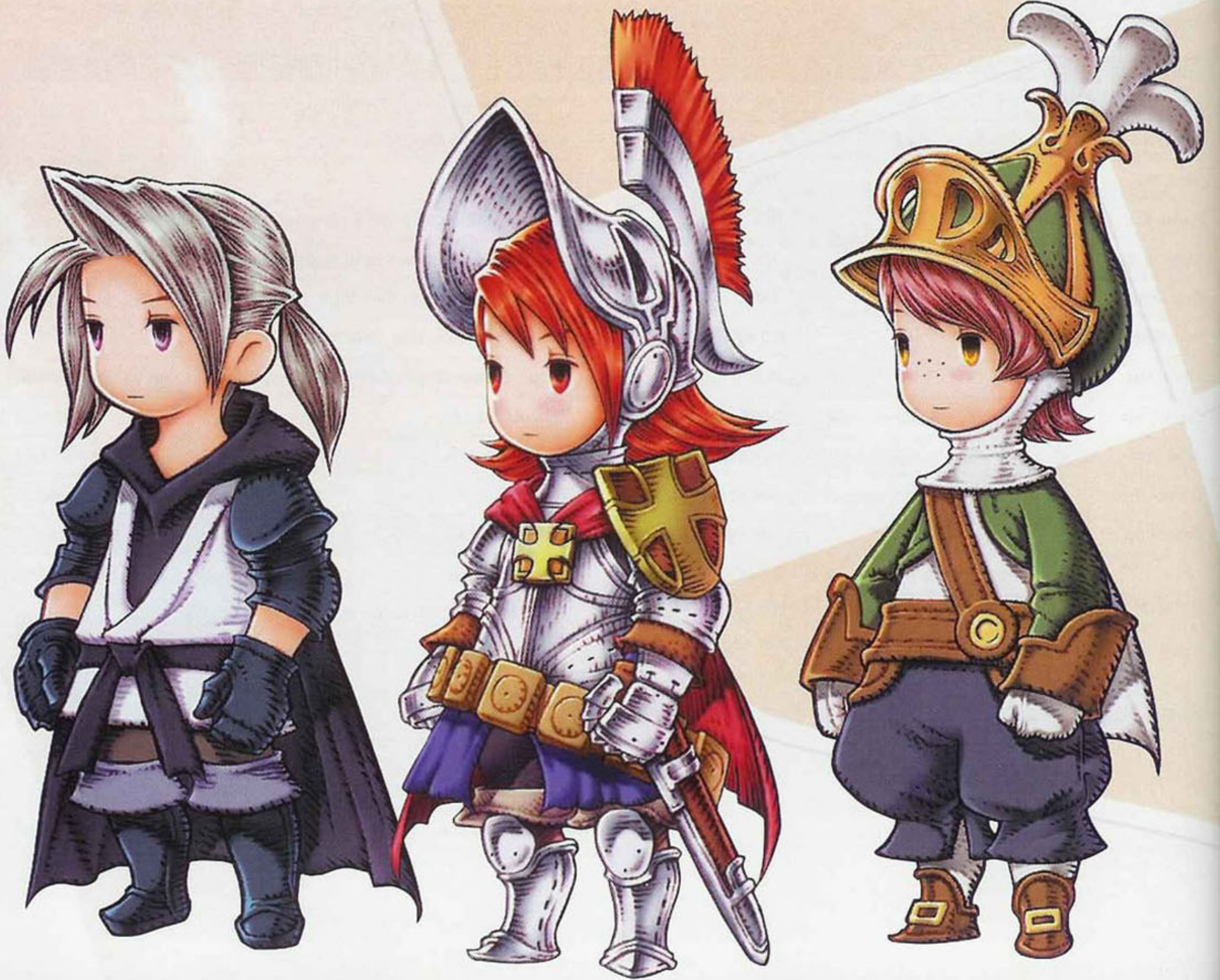
ITEM	DEF.	MAG. DEF.	NOTE	STAT. BON.	USABLE BY
Leather Cap	1	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Mythril Helm	4	3	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Shell Helm	6	5	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Headband	8	3	N/A	+1 Strength, +1 Vitality	Freelancer, Onion Knight, Monk, Black Belt, Ninja
Ice Helm	10	6	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Feathered Hat	10	16	N/A	+2 Agility	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Scholar Hat	11	16	N/A	+1 Intellect	Freelancer, Onion Knight, Scholar
Black Cowl	15	10	N/A	+2 Agility	Freelancer, Onion Knight, Monk, Ranger, Thief, Black Belt, Ninja
Chakra Band	17	11	N/A	+2 Vitality	Freelancer, Onion Knight, Monk, Black Belt, Ninja
Dragon Helm	18	9	N/A	N/A	Freelancer, Onion Knight, Dragoon
Viking Helm	19	5	N/A	N/A	Onion Knight, Viking
Diamond Helm	21	10	N/A	N/A	Freelancer, Onion Knight, Warrior, Knight, Dragoon, Viking
Ribbon	23	20	Protects against all status ailments.	N/A	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Genji Helm	25	15	N/A	N/A	Freelancer, Onion Knight, Dark Knight, Ninja
Crystal Helm	31	17	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dragoon, Viking, Dark Knight
Onion Helm	40	40	Protects against all status ailments.	+5 Mind, +5 Intellect	Onion Knight
Royal Crown	33	36	N/A	+10 Intellect, +10 Mind	Evoker
Ballad Crown	35	34	N/A	+10 Vitality, +10 Mind	Bard

Body Armor

ITEM	DEF.	MAG. DEF.	NOTE	STAT. BON.	USABLE BY
Vest	1	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Rusty Mail	1	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Knight, Dragoon, Viking, Dark Knight, Ninja
Leather Armor	3	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Mythril Armor	10	3	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Mage Robe	13	13	N/A	+1 Intellect, +1 Mind	Freelancer, Onion Knight, White Mage, Black Mage, Scholar, Geomancer, Evoker, Bard, Devout, Magus, Summoner, Sage
Shell Armor	18	9	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Ice Armor	20	9	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Thief, Dragoon, Viking, Dark Knight
Kenpo Gi	20	8	N/A	+1 Agility, +1 Vitality	Freelancer, Onion Knight, Monk, Black Belt, Ninja
Scholar Robe	20	23	N/A	+2 Intellect, +2 Mind	Freelancer, Onion Knight, Scholar
Flame Mail	21	11	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Ranger, Knight, Dragoon, Viking, Dark Knight
Knight Armor	25	7	N/A	N/A	Freelancer, Onion Knight, Knight
Black Garb	30	18	N/A	+2 Agility, +2 Vitality	Freelancer, Onion Knight, Monk, Ranger, Thief, Geomancer, Black Belt, Ninja
Reflect Mail	30	30	Protects against some status ailments.	+2 Intellect, +2 Mind	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dragoon, Viking
White Robe	31	45	N/A	+5 Mind	Freelancer, Onion Knight, White Mage, Red Mage, Scholar, Evoker, Bard, Devout, Summoner, Sage
Black Robe	31	45	N/A	+5 Mind	Freelancer, Onion Knight, Black Mage, Red Mage, Evoker, Magus, Summoner, Sage
Bard Vest	32	28	N/A	+2 Agility, +2 Mind	Freelancer, Onion Knight, Bard
Black Belt Gi	33	18	N/A	+3 Agility, +3 Vitality	Freelancer, Onion Knight, Monk, Black Belt, Ninja
Dragon Mail	35	13	N/A	N/A	Freelancer, Onion Knight, Dragoon
Gaia Vest	35	25	N/A	+3 Vitality	Freelancer, Onion Knight, Geomancer
Viking Mail	36	5	N/A	N/A	Onion Knight, Viking
Demon Mail	38	17	N/A	N/A	Freelancer, Onion Knight, Warrior, Dragoon, Viking, Dark Knight
Diamond Mail	40	19	N/A	N/A	Freelancer, Onion Knight, Warrior, Knight, Dragoon, Viking
Genji Armor	45	22	N/A	N/A	Freelancer, Onion Knight, Dark Knight, Ninja
Fuma Garb	47	30	N/A	+3 Agility, +3 Vitality	Onion Knight, Monk, Thief, Black Belt, Ninja
Crystal Mail	55	24	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dragoon, Viking, Dark Knight
Onion Armor	60	40	N/A	+5 Strength, +5 Vitality	Onion Knight
Angel Robe	45	45	N/A	+20 Mind	White Mage
Crimson Vest	50	25	N/A	+10 All Stats	Red Mage
Master Dogi	54	23	N/A	+10 Agility, +10 Mind	Black Belt

Arms Gear

ITEM	DEF.	MAG. DEF.	NOTE	STAT. BON.	USABLE BY
Bronze Bracers	1	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Mythril Bracers	2	4	N/A	+1 Intellect, +1 Mind	Freelancer, Onion Knight, White Mage, Black Mage, Red Mage, Scholar, Geomancer, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage
Mythril Gloves	3	1	N/A	N/A	Freelancer, Onion Knight, Warrior, Monk, Ranger, Knight, Thief, Dragoon, Viking, Black Belt, Ninja
Gauntlets	8	4	N/A	+1 Strength, +1 Vitality	Freelancer, Onion Knight, Warrior, Knight, Dragoon, Viking, Dark Knight, Ninja
Thief Gloves	11	8	N/A	+3 Agility	Freelancer, Onion Knight, Thief, Ninja
Rune Bracers	11	13	Protects against some status ailments.	+2 Intellect, +2 Mind	Freelancer, Onion Knight, White Mage, Black Mage, Red Mage, Scholar, Geomancer, Evoker, Bard, Devout, Magus, Summoner, Sage
Power Bracers	13	9	N/A	+2 Strength, +2 Vitality	Freelancer, Onion Knight, Warrior, Monk, Ranger, Knight, Thief, Dragoon, Viking, Black Belt, Ninja
Diamond Bracers	13	16	N/A	+3 Intellect, +3 Mind	Freelancer, Onion Knight, White Mage, Black Mage, Red Mage, Scholar, Geomancer, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Diamond Gloves	15	7	N/A	+3 Strength, +3 Vitality	Freelancer, Onion Knight, Warrior, Monk, Ranger, Knight, Thief, Dragoon, Viking, Black Belt, Dark Knight, Ninja
Protect Ring	18	18	N/A	+2 All Stats	Freelancer, Onion Knight, Warrior, Monk, White Mage, Black Mage, Red Mage, Ranger, Knight, Thief, Scholar, Geomancer, Dragoon, Viking, Black Belt, Dark Knight, Evoker, Bard, Devout, Magus, Summoner, Sage, Ninja
Genji Gloves	20	14	N/A	+4 Strength, +4 Agility	Freelancer, Onion Knight, Dark Knight, Ninja
Crystal Gloves	30	15	N/A	+4 Strength, +4 Vitality	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dragoon, Viking, Dark Knight
Onion Gauntlets	50	25	Protects against all status ailments.	+3 All Stats	Onion Knight
Celestial Gloves	40	18	N/A	+15 All Stats	Freelancer
Shura Gloves	45	19	N/A	+20 Strength	Monk
Astral Bracers	47	20	N/A	+10 Intellect, +10 Mind	Summoner



WEAPONS

The following lists include important information about each weapon including attack value, statistical bonuses, which classes can use it and other notes. If a weapon's Note column includes the word "casts" followed by the name of a spell, it means that is the spell resulting from a character using the weapon through the Item menu. Note that only jobs that can equip a weapon can use it in this manner.

Daggers

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Knife	8	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Thief, Dark Knight, Bard, Ninja
Dagger	9	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Thief, Dark Knight, Bard, Ninja
Mythril Knife	14	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Thief, Dark Knight, Bard, Ninja
Spark Dagger	23	Deals lightning damage.	+2 Agility	Freelancer, Onion Knight, Warrior, Thief, Dark Knight, Bard, Ninja
Main Gauche	35	N/A	+3 Agility	Freelancer, Onion Knight, Warrior, Red Mage, Thief, Dark Knight, Bard, Ninja
Poison Dagger	40	Inflicts poison.	+4 Agility	Freelancer, Onion Knight, Warrior, Red Mage, Thief, Dark Knight, Bard, Ninja
Behemoth Knife	78	N/A	+8 Strength	Onion Knight, Thief, Ninja
Air Knife	89	Deals wind damage.	+6 Agility	Onion Knight, Thief, Ninja
Dark Knife	93	N/A	+5 Agility	Onion Knight, Thief, Ninja
Lust Dagger	110	N/A	+8 Agility	Onion Knight, Thief, Ninja
Gladius	130	N/A	+20 Agility	Thief

Swords

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Golden Sword	5	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Longsword	10	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Wightslayer	15	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage
Mythril Sword	17	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Tyrfing	28	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Salamand Sword	30	Deals fire damage. Casts Fire.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Freezing Blade	32	Deals ice damage. Casts Blizzard.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Serpent Sword	25	Deals lightning damage.	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Royal Sword	50	N/A	N/A	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Blood Sword	55	Absorbs life.	N/A	Onion Knight, Warrior, Knight, Dark Knight
Ancient Sword	80	Inflicts paralysis.	N/A	Onion Knight, Warrior, Knight, Dark Knight
Defender	95	Casts Protect.	+5 Vitality	Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Break Blade	125	Inflicts gradual petrification.	N/A	Onion Knight, Warrior, Red Mage, Knight, Dark Knight
Excalibur	137	A blade usuable only by the worthy.	+5 All Stats	Freelancer, Onion Knight, Red Mage, Knight
Ragnarok	140	N/A	+5 All Stats	Onion Knight, Warrior, Knight, Dark Knight
Onion Sword	156	N/A	+5 All Stats	Onion Knight
Save the Queen	140	Casts Reflect.	+10 Vitality, +10 Mind	Knight
Onion Blade	150	N/A	+7 All Stats	Onion Knight
Ultima Weapon	155	The ultimate weapon.	+15 All Stats	Freelancer, Onion Knight, Warrior, Red Mage, Knight, Dark Knight

Katana

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Ashura	100	Effective against dividing enemies.	N/A	Onion Knight, Dark Knight, Ninja
Kotetsu	105	Effective against dividing enemies.	N/A	Onion Knight, Dark Knight, Ninja
Kiku-Ichimonji	115	Effective against dividing enemies.	N/A	Onion Knight, Dark Knight, Ninja
Masamune	132	Effectiive against dividing enemies.	+10 Agility	Onion Knight, Dark Knight, Ninja
Murakumo	140	Effective against dividing enemies.	+20 Agility	Dark Knight
Muramasa	140	Effective against dividing enemies.	+5 Strength, +10 Agility, +5 Vitality, +5 Intellect, +5 Mind	Ninja

Staves

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Staff	3	N/A	N/A	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Fire Staff	20	Casts Fire.	+2 Intellect, +2 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Ice Staff	20	Casts Blizzard.	+2 Intellect, +2 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Light Staff	20	Casts Thunder.	+2 Intellect, +2 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Golem Staff	30	Casts Break.	+3 Mind	Onion Knight, White Mage, Red Mage, Evoker, Devout, Summoner, Sage
Rune Staff	33	Casts Firaga.	+4 Mind	Onion Knight, White Mage, Red Mage, Evoker, Devout, Summoner, Sage
Elder Staff	85	Casts Cura.	+6 Mind	Onion Knight, White Mage, Devout, Sage
Holy Wand	110	Casts Curaga.	+20 Mind	Devout
Sage Staff	110	N/A	+10 All Stats	Sage
Mythril Rod	12	N/A	+1 Intellect	Onion Knight, Black Mage, Red Mage, Evoker, Magus, Summoner, Sage
Wizard Rod	20	N/A	+5 Intellect	Onion Knight, Black Mage, Red Mage, Evoker, Magus, Summoner, Sage
Fire Rod	25	Casts Fira.	+3 Intellect, +3 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Ice Rod	25	Casts Blizzara.	+3 Intellect, +3 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Light Rod	25	Casts Thundara.	+3 Intellect, +3 Mind	Onion Knight, White Mage, Black Mage, Red Mage, Evoker, Devout, Magus, Summoner, Sage
Omnirod	93	Inflicts gradual petrification.	+10 Intellect	Onion Knight, Black Mage, Evoker, Magus, Summoner, Sage
Lilith Rod	110	Casts Death.	+20 Intellect	Black Mage
Millenium Rod	110	Casts Blizzaga.	+10 Intellect, +10 Mind	Magus

Bows

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Bow	10	N/A	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Great Bow	18	N/A	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Killer Bow	26	N/A	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Rune Bow	42	N/A	+2 Intellect, +2 Mind	Onion Knight, Ranger
Selene Bow	63	N/A	N/A	Onion Knight, Ranger
Yoichi Bow	70	N/A	+5 Agility	Onion Knight, Ranger
Eurytos Bow	95	N/A	+5 Strength	Onion Knight, Ranger
Elven Bow	109	N/A	+5 Agility	Onion Knight, Ranger
Artemis Bow	122	N/A	+10 Strength, +10 Agility	Ranger

Arrows

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Wooden Arrow	6	N/A	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Holy Arrow	8	Deals light damage.	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Iron Arrow	12	N/A	N/A	Freelancer, Onion Knight, Warrior, Black Mage, Red Mage, Ranger
Fire Arrow	17	Deals fire damage.	N/A	Onion Knight, Ranger
Ice Arrow	17	Deals ice damage.	N/A	Onion Knight, Ranger
Light Arrow	17	Deals lightning damage.	N/A	Onion Knight, Ranger
Sleep Arrow	20	Inflicts sleep.	N/A	Onion Knight, Ranger
Poison Arrow	20	Inflicts poison.	N/A	Onion Knight, Ranger
Medusa Arrow	23	Inflicts petrification.	N/A	Onion Knight, Ranger
Magic Arrow	27	N/A	N/A	Onion Knight, Ranger
Yoichi Arrow	40	N/A	N/A	Onion Knight, Ranger

Books

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Book of Fire	32	Deals fire damage.	+2 Intellect, +2 Mind	Onion Knight, Scholar
Book of Ice	32	Deals ice damage.	+2 Intellect, +2 Mind	Onion Knight, Scholar
Book of Light	32	Deals lightning damage.	+2 Intellect, +2 Mind	Onion Knight, Scholar
Tome of Fire	53	Deals fire damage.	+3 Intellect, +3 Mind	Onion Knight, Scholar
Tome of Ice	53	Deals ice damage.	+3 Intellect, +3 Mind	Onion Knight, Scholar
Tome of Light	53	Deals lightning damage.	+3 Intellect, +3 Mind	Onion Knight, Scholar
Cognitome	78	N/A	+5 Intellect, +5 Mind	Onion Knight, Scholar
Omnitome	130	N/A	+10 Intellect, +10 Mind	Scholar

Fist Weapons

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Bronze Knuckles	12	N/A	N/A	Freelancer, Onion Knight, Monk, Black Belt
Sonic Knuckles	28	N/A	+2 Agility	Onion Knight, Monk, Black Belt
Impact Claws	34	N/A	N/A	Onion Knight, Monk, Black Belt
Cat Claws	42	N/A	+3 Agility	Onion Knight, Monk, Black Belt
Kaiser Knuckles	50	N/A	N/A	Onion Knight, Monk, Black Belt
Wyvern Claws	51	Deals wind damage.	+4 Agility	Onion Knight, Monk, Black Belt
Tiger Claws	82	N/A	+5 Strength	Onion Knight, Monk, Black Belt
Faerie Claws	89	N/A	+2 Intellect, +2 Mind	Onion Knight, Monk, Black Belt
Metal Knuckles	100	N/A	N/A	Onion Knight, Monk, Black Belt
Dark Claws	115	N/A	N/A	Onion Knight, Monk, Black Belt
Hellish Claws	121	Inflicts poison.	+5 Vitality	Onion Knight, Monk, Black Belt

Polearms

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Thunder Spear	45	Deals lightning damage. Casts Thunder.	N/A	Onion Knight, Dragoon
Wind Spear	53	Deals wind damage. Casts Aero.	N/A	Onion Knight, Dragoon
Heavy Lance	84	N/A	N/A	Onion Knight, Dragoon
Blood Lance	95	Absorbs life.	N/A	Onion Knight, Dragoon
Trident	108	N/A	N/A	Onion Knight, Dragoon
Dragon Lance	117	N/A	N/A	Onion Knight, Dragoon
Holy Lance	125	Deals light damage. Casts Holy.	N/A	Onion Knight, Dragoon
Gungnir	140	N/A	+10 Strength, +10 Agility	Onion Knight, Dragoon
Magic Lance	145	N/A	+20 Strength	Dragoon

Hammers

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Hammer	55	Deals lightning damage.	+1 Vitality	Onion Knight, Viking
Dragon Hammer	70	Deals lightning damage.	+4 Vitality	Onion Knight, Viking
Triton Hammer	110	Deals lightning damage.	+5 Vitality	Onion Knight, Viking
Platinum Hammer	115	Deals lightning damage.	+2 Vitality	Onion Knight, Viking
Blessed Hammer	120	Deals lightning damage.	+3 Vitality	Onion Knight, Viking
Mighty Hammer	145	Deals lightning damage.	+20 Vitality	Viking

Axes

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Viking Axe	33	N/A	N/A	Onion Knight, Warrior, Viking
Battleaxe	65	N/A	N/A	Onion Knight, Warrior, Viking
Dual Tomahawk	73	N/A	N/A	Onion Knight, Warrior, Viking
Rune Axe	110	N/A	+2 Intellect, +2 Mind	Onion Knight, Warrior, Viking
Demon Axe	116	N/A	+2 Strength, +2 Vitality	Onion Knight, Warrior, Viking
Dual Haken	122	N/A	+3 Strength	Onion Knight, Warrior, Viking
Gigantic Axe	155	N/A	+20 Strength	Warrior

Thrown Weapons

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Boomerang	40	N/A	N/A	Onion Knight, Ranger, Thief, Ninja
Chakram	50	N/A	N/A	Onion Knight, Ranger, Thief, Ninja
Rising Sun	70	N/A	N/A	Onion Knight, Thief, Ninja
Moonring Blade	110	N/A	N/A	Onion Knight, Thief, Ninja
Shuriken	200	Can only be thrown. (Ninja ability)	N/A	Ninja

Bells

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Diamond Bell	42	N/A	N/A	Onion Knight, Geomancer
Earthen Bell	88	Inflicts paralysis.	N/A	Onion Knight, Geomancer
Rune Bell	98	N/A	N/A	Onion Knight, Geomancer
Blessed Bell	130	N/A	+10 Agility, +10 Mind, +10 Intellect	Geomancer

Harps

NAME	ATT.	NOTE	STAT. BON.	USABLE BY
Madhura Harp	60	N/A	+5 Mind	Onion Knight, Bard
Loki Harp	60	N/A	+5 Mind	Onion Knight, Bard
Lamia Harp	60	Inflicts confusion.	+5 Mind	Onion Knight, Bard
Dream Harp	60	Inflicts sleep.	+5 Mind	Onion Knight, Bard
Apollo Harp	60	Inflicts silence.	+10 Mind	Onion Knight, Bard

MAGIC

This section focuses on the spells that consume Magic Points when cast. While many classes have access to the lower-level spells (mostly White Magic), very few classes may utilize Level 8 spells.

CLASSES THAT HAVE ACCESS TO...			
MAG. LEV.	BLACK MAGIC	WHITE MAGIC	SUMMON MAGIC
LV1	Freelancer, Black Mage, Red Mage, Scholar, Magus, Onion Knight, Sage	Freelancer, Red Mage, White Mage, Knight, Scholar, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV2	Black Mage, Red Mage, Scholar, Magus, Onion Knight, Sage	Red Mage, White Mage, Scholar, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV3	Black Mage, Red Mage, Scholar, Magus, Onion Knight, Sage	Red Mage, White Mage, Scholar, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV4	Black Mage, Red Mage, Magus, Onion Knight, Sage	Red Mage, White Mage, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV5	Black Mage, Red Mage, Magus, Onion Knight, Sage	Red Mage, White Mage, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV6	Black Mage, Magus, Onion Knight, Sage	White Mage, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV7	Black Mage, Magus, Onion Knight, Sage	White Mage, Devout, Onion Knight, Sage	Evoker, Summoner, Sage
LV8	Magus, Onion Knight, Sage	Devout, Onion Knight, Sage	Evoker, Summoner, Sage

Black Magic

Black Magic focuses on dealing damage (usually with elemental-based spells), or reducing the effectiveness of enemies with negative status effects. In practice, the spells that inflict negative status effects aren't usually very effective because the enemies faced are usually one of several things: a lower level than your group and easily dispatched with damage (melee or spell-based); the same level; or a slightly higher level than the character casting the spell. This makes the enemy highly resistant to the negative status effects. To put it bluntly, stick with the damage-dealing spells.

Level 1

Fire

Deals fire damage.

Blizzard

Deals ice damage.

Sleep

Inflicts sleep.

Level 2

Thunder

Deals lightning damage.

Poison

Deals damage and inflicts poison.

Blind

Inflicts blind.

Level 3

Fira

Deals fire damage.

Blizzara

Deals ice damage.

Thundara

Deals lightning damage.

Level 4

Break

Inflicts petrification.

Blizzaga

Deals ice damage.

Shade

Inflicts paralysis.

Level 5

Thundaga

Deals lightning damage.

Raze

Causes instant KO to weak enemies.

Erase

Removes magic effects.

Level 6

Firaga

Deals fire damage.

Bio

Deals non-elemental damage.

Warp

Creates a rift to another dimension.

Level 7

Quake

Deals earth damage.

Breakga

Inflicts petrification.

Drain

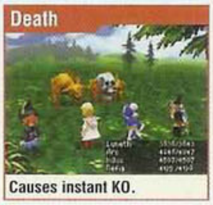
Absorbs life.

Level 8

Flare

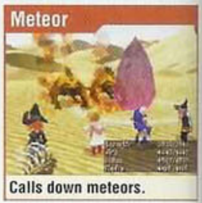
Deals fire damage.

Death



Causes instant KO.

Meteor



Calls down meteors.

White Magic

White Magic focuses on restoring the party's HP. There's even an improved healing spell waiting at every odd level of magic. The spells that remove negative status effects are invaluable until you start to acquire equipment (Aegis Shield and Ribbons, for example) that protect against those effects. There are two spells (Raise at Level 5 and Arise at Level 8) that take the place of Phoenix Downs, so make them available to at least one character in your party. The spells that inflict damage are decent, but unless an enemy has a specific weakness to Wind (Aero/Aeroga/Tornado) or Light (healing spells and Holy), save your Magic Points for White Magic heals.

Level 1

Cure

Restores HP.

Poisona

Removes poison.

Sight

Displays an expanded map.

Level 2

Aero

Deals wind damage.

Toad

Inflicts toad or removes toad.

Mini

Shrinks and unshrinks target.

Level 3

Cura

Restores a large amount of HP.

Teleport

Teleports party out of dungeons.

Blindna

Removes blind.

Level 4

Libra

Displays weak points.

Confuse

Inflicts confusion.

Silence

Inflicts silence.

Level 5

Curaga

Restores a great amount of HP.

Raise

Revives ally.

Protect

Increases defense.

Level 6

Aeroga

Deals wind damage.

Stona

Removes petrification.

Haste

Increases attack speed.

Level 7

Curaja

Restores a massive amount of HP.

Esuna

Removes all status ailments.

Reflect

Creates a magic-reflecting barrier.

Level 8

Tornado

Deals wind damage.

Arise

Revives ally and restores HP.

Holy

Deals light damage.

Summon Magic

Just like White or Black Magic, Summon Magic consumes a Magic Point when used. Unlike Black and White Magic, you do not select a target for Summon Magic. It's important to note that Evokers and Sages have two possible effects with a given spell, while Summoners always have the same result from a given spell. The first piece of information shows the Summon spells by level. The next piece of information displays the Summon spell results for Evokers and Sages, while the last section covers Summoners.

Escape

Level: 1

Effect: Summons Chocobo

Spark

Level: 3

Effect: Summons Ramuh

Hyper

Level: 5

Effect: Summons Titan

Leviath

Level: 7

Effect: Summons Leviathan

Icen

Level: 2

Effect: Summons Shiva

Heatra

Level: 4

Effect: Summons Ifrit

Catastro

Level: 6

Effect: Summons Odin

Bahamur

Level: 8

Effect: Summons Bahamut

Evokers and Sages

With two possible and uncontrollable results from each level's Summon spell, be wary about relying upon these spells in battle. Hyper is guaranteed damage to enemies, so it's safe to use when you're looking to do some harm. Most of the other Summons have an ability that may or may not work (such as Mesmerize and Demon Eye) so you may waste a turn if that spell's effects are resisted. Heatra is a relatively safe bet as well, as it either deals fire damage or tops off the health of all party members.

ESCAPE

NAME	TARGETS	RESULTS
Chocobo Dash	N/A	Party escapes battle.
Chocobo Kick?	Single enemy	Strikes one target, usually for no damage or effect.

ICEN

NAME	TARGETS	RESULTS
Mesmerize	All enemies	No damage, but stuns target.
Icy Stare	Single enemy	Deals ice damage.

SPARK

NAME	TARGETS	RESULTS
Mind Blast	All enemies	Stuns if successful.
Thunderstorm	Single enemy	Deals lightning damage.

HEATRA

NAME	TARGETS	RESULTS
Healing Light	All party	Restores an enormous amount of health.
Hellfire	Single enemy	Deals fire damage.

HYPER

NAME	TARGETS	RESULTS
Clobber	Single enemy	Deals earth damage.
Stomp	Single enemy	Deals earth damage.

CATASTRO

NAME	TARGETS	RESULTS
Slash	All enemies	Deals physical damage.
Protective Light	All party	Casts Reflect.

LEVIATH

NAME	TARGETS	RESULTS
Demon Eye	All enemies	Instant KO if successful.
Cyclone	All enemies	Deals wind damage.

BAHAMUR

NAME	TARGETS	RESULTS
Aura	All party	Casts Aura on party.
Rend	Single enemy	Instant KO.

Summoners

Summoners have a single result for each level of magic. These spells are always offensive in nature, and only Zantetsuken is a hit-or-miss type attack. The other Summons inflict damage, most often of a specific elemental type.

ESCAPE

NAME	TARGETS	RESULTS
Chocobo Kick	Single enemy	Damage based on difference in levels between target and caster.

ICEN

NAME	TARGETS	RESULTS
Diamond Dust	All enemies	Deals ice damage.

SPARK

NAME	TARGETS	RESULTS
Judgment Bolt	All enemies	Deals lightning damage.

HEATRA

NAME	TARGETS	RESULTS
Inferno	All enemies	Deals fire damage.

HYPER

NAME	TARGETS	RESULTS
Earthen Fury	All enemies	Deals earth damage.

CATASTRO

NAME	TARGETS	RESULTS
Zantetsuken	All enemies	Instant KO.

LEVIATH

NAME	TARGETS	RESULTS
Tidal Wave	All enemies	Deals water damage.

BAHAMUR

NAME	TARGETS	RESULTS
Mega Flare	All enemies	Deals non-elemental damage.

ITEMS

The following list covers the items found in *FINAL FANTASY III*. Consumable items are limited to a single use. Most consumable items are usable only in battle to either inflict damage or negative status effects on enemies, remove negative status effects on allies, apply a positive status effect on allies or restore health. The consumable items that are usable outside of combat mainly mirror skills or spells, or are used to summon the Fat Chocobo.

The Key Items are typically either items required to advance the story (such as the various Fangs) or to show your progress in the game (such as the class Cards).

Consumable Items

Usable Out of Combat

NAME	DESCRIPTION
Ottershroom	Teleports party out of dungeons.
Gnomish Bread	Displays an expanded map.
Magic Key	Opens locked doors.
Gysahl Greens	It could be used to attract something…

Usable In or Out of Combat

NAME	DESCRIPTION
Potion	Restores 50 HP.
Hi-Potion	Restores 500 HP.
Phoenix Down	Revives ally.
Elixir	Fully restores HP and MP.
Antidote	Removes poison.
Eye Drops	Removes blind.
Echo Herbs	Removes silence.
Gold Needle	Removes petrification.
Maiden's Kiss	Removes toad.
Mallet	Shrinks and unshrinks target.

Usable In Combat

NAME	DESCRIPTION
Antarctic Wind	Deals ice damage.
Zeus's Wrath	Deals lightning damage.
Bomb Fragment	Deals fire damage.
Lamia Scale	Inflicts confusion.
Bacchus's Cider	Increases attack speed.
Tranquilizer	Inflicts paralysis.
Bomb Arm	Deals intense fire damage.
Arctic Wind	Deals intense ice damage.
Heavenly Wrath	Deals intense lightning damage.
Earthen Drums	Creates an earthquake.
Turtle Shell	Casts a protective magic shell.
Angel's Sigh	Removes all status ailments.
Black Hole	Creates a rift to another dimension.
Black Musk	Causes instant KO.
Lilith's Kiss	Absorbs life.
Raven's Yawn	Creates a tornado.
Shell Breaker	Dispels protective magic.
Silence Seal	Inflicts silence.
Sheep Pillow	Inflicts sleep.
Shining Curtain	Casts a magic-reflecting spell.
Chocobo's Wrath	Creates an inferno.
White Musk	Deals light damage.

Key Items

NAME	DESCRIPTION
Nepto Eye	The Nepto Dragon statue's missing eye.
Horn of Ice	A dwarven horn carved out of perpetual ice.
Wheel of Time	An advanced device. Also called a perpetual engine.
Noah's Lute	A lute whose timbre may raise Unei from her sleep.
Eureka Key	The key that opens the way to Eureka.
Syrcus Key	The key that opens the way to the Crystal Tower.
Fang of Water	A crystal sliver brimming with the power of water.
Fang of Wind	A crystal sliver brimming with the power of wind.
Fang of Fire	A crystal sliver brimming with the power of fire.
Fang of Earth	A crystal sliver brimming with the power of earth.
Chain Key	A key required to free the airship from its chains.
Folding Canoe	A magic foldable canoe used to cross shallow waters.
Levigrass Shoes	Shoes designed for crossing bottomless bogs.
Sara's Pendant	A broken pendant.
Sara's Pendant	A perfectly restored pendant.
Unknown Metal	A chunk of unknown metal.
Orichalcum	A chunk of legendary metal.
Metal Card	Proof that you felled the Iron Giant.
Freelancer Card	Given only to master freelancers.
Onion Knight Card	Given only to master onion knights.
Warrior Card	Given only to master warriors.
Monk Card	Given only to master monks.
White Mage Card	Given only to master white mages.
Black Mage Card	Given only to master black mages.
Red Mage Card	Given only to master red mages.
Ranger Card	Given only to master rangers.
Knight Card	Given only to master knights.
Thief Card	Given only to master thieves.
Scholar Card	Given only to master scholars.
Geomancer Card	Given only to master geomancers.
Dragoon Card	Given only to master dragoons.
Viking Card	Given only to master vikings.
Dark Knight Card	Given only to master dark knights.
Evoker Card	Given only to master evokers.
Bard Card	Given only to master bards.
Black Belt Card	Given only to master black belts.
Devout Card	Given only to master devouts.
Magus Card	Given only to master magi.
Summoner Card	Given only to master summoners.
Sage Card	Given only to master sages.
Ninja Card	Given only to master ninja.

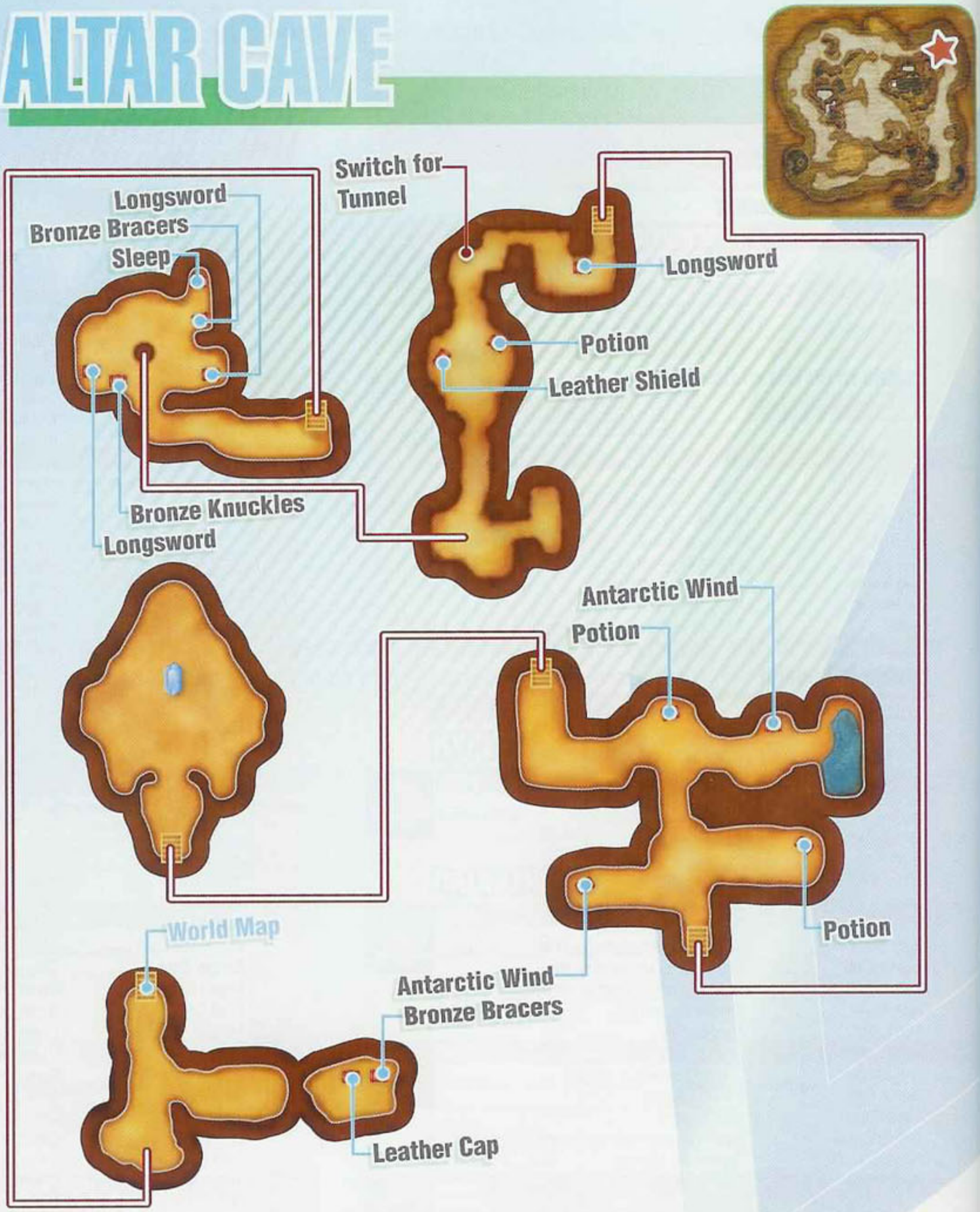
Crystal of Wind

1. Defeat Land Turtle.
2. Head to Ur and check on Arc.
3. Speak with Elder Topapa.
4. Travel to Kazus to check on Arc again.
5. Locate Cid's Airship and recruit Refia.
6. Fly to Castle Sasune and fill out the party's roster.
7. Invade the Sealed Cave, and find Princess Sara.
8. Defeat the Djinn to lift the curse and get new Jobs.
9. Smash through the rock blocking Nelv Valley.

OBJECTIVES

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

ALTAR CAVE


Switch for Tunnel
Longsword
Bronze Bracers
Sleep
Longsword
Potion
Leather Shield
Bronze Knuckles
Longsword
Antarctic Wind
Potion
Potion
World Map
Antarctic Wind
Bronze Bracers
Leather Cap

INN None

✓ **HP/MP WELLSPRING**

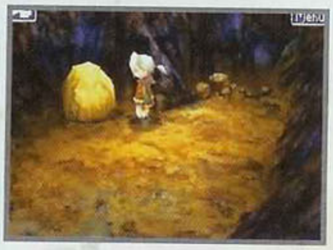
✗ **REVIVE WELLSPRING**

ENCOUNTERS IN ALTAR CAVE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Goblin	7	1	10	1	6	6	None
Carbunkle	10	1	5	2	6	6	None
Eye Fang	11	1	7	3	7	6	None
Blue Wisp	14	1	10	4	7	6	None

After falling down a hole (an auspicious start to any adventure), Luneth encounters a trio of goblins. They don't pose much of a threat, so eliminate them (and any other monsters encountered) with melee attacks.

There's only one direction to go, so head north and collect the **Leather Shield** and **Potion** in the chests. Just ahead is an apparent dead end. When Luneth notices something odd about a rock, use the camera to zoom in and watch the area sparkle. These sparkles mark objects in the world with which Luneth can interact. Walk toward the rock and tap it on the touch screen, or press A.

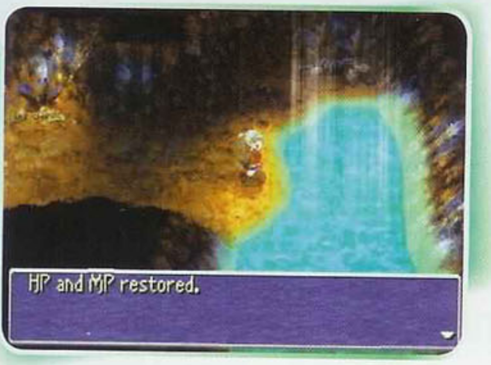


Move through the newly created tunnel, grab the Longsword from the chest and head upstairs. The chest to the west contains an **Antarctic Wind**, while the chests to the east and north both contain **Potions**. Another **Antarctic Wind** is inside the chest near the wellspring in the northeast corner of the level.

The chest contained Longsword.

WELLSPRINGS

Scattered throughout the world, though mainly located in towns and castles, wellsprings restore HP and MP, revive, and remove status effects of any parties interacting with it.

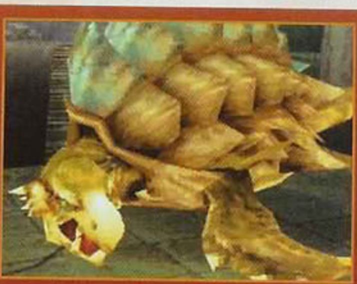


HP and MP restored.

Head up the stairs in the northwest corner. Walking forward a few steps initiates an encounter with a powerful enemy called the Land Turtle.

BOSS Land Turtle

HP	LV	GIL	EXP
111	4	500	20



To expedite this battle, use an Antarctic Wind and equip the Longsword and the Dagger. For a more conservative battle, equip the Longsword and Leather Shield (but still use an Antarctic Wind). If Luneth's health drops to around 10, use a Potion to restore it.

Return to the Cave

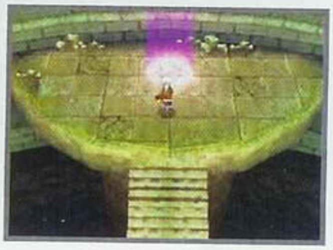
There's no need to rush off to the town to the south just yet, as there are many more treasure chests to discover inside. If the enemies inside are too difficult for Luneth alone, then return here after the party's roster grows.

There's a hidden path just east of the entrance. Follow it to find two chests that contain a Leather Cap and Bronze Bracers. Run down the stairs and follow the path to a room filled with chests containing **Longsword** (x2), **Bronze Knuckles**, **Bronze Bracers**, and **Sleep** (black magic).

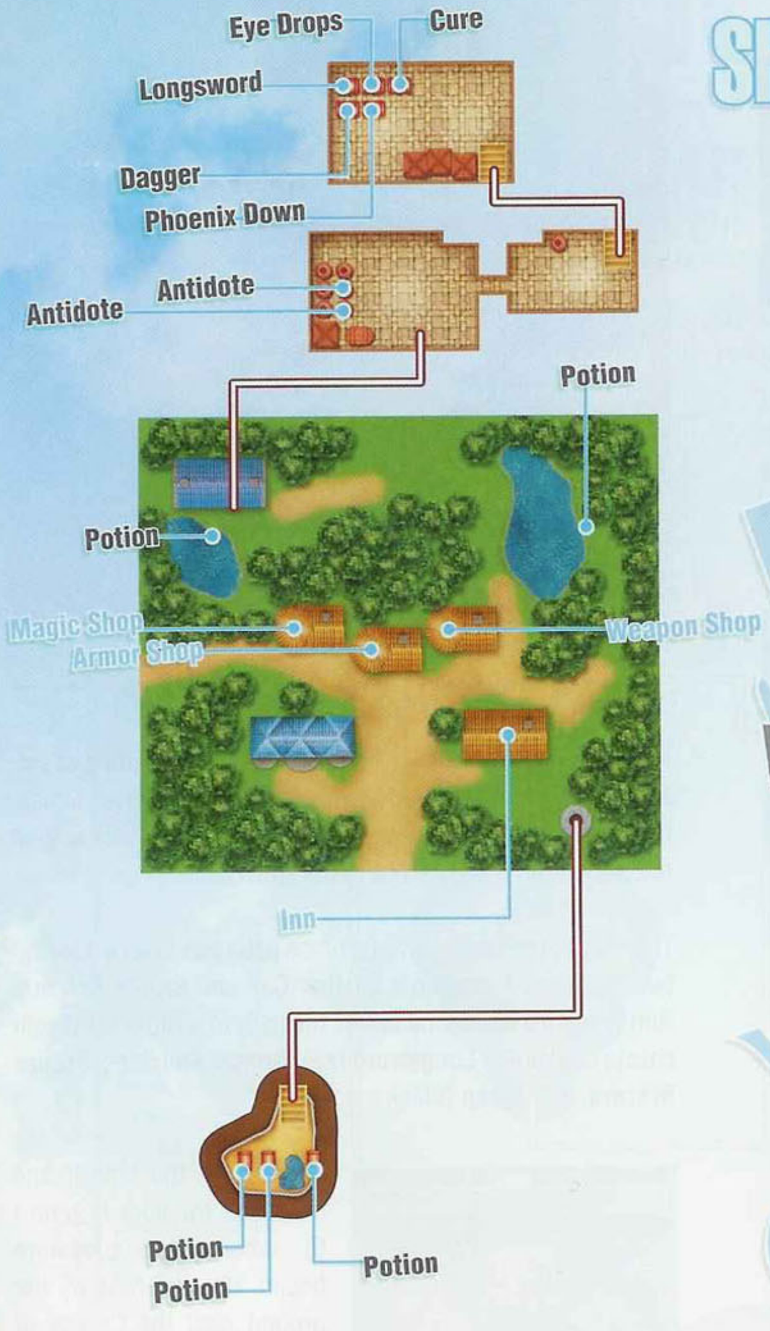
Altar Cave

Drop down the hole in the middle of the floor to return to where the adventure began. Use the rune on the ground past the Crystal of Wind to teleport back to the surface, then travel south to the village of Ur.

The chest contained Bronze Bracers.



UR


Eye Drops
Cure
Longsword
Dagger
Phoenix Down
Antidote
Antidote
Potion
Potion
Magic Shop
Armor Shop
Weapon Shop
Inn
Potion
Potion
Potion

INN Free

✓ **HP/MP WELLSPRING**

✓ **REVIVE WELLSPRING**

ENCOUNTERS AROUND UR

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Goblin	7	1	10	1	6	6	None
Carbunkle	10	1	5	2	6	6	None
Eye Fang	11	1	7	3	7	6	None
Blue Wisp	14	1	10	4	7	6	None

SHOPS

What to Buy in Ur

Pick up Leather Armor for Luneth; it's not as important to purchase weapons at this time. As characters join the party, they come mostly equipped and there are plenty of items to collect. Buy Poisona for the removal of poison in battle. If you have the spare gil, pick up one or two Eye Drops from the Item shop. You may not need them right away, but the price never changes and it won't hurt to have some available just in case.

ARMOR SHOP

ITEM	COST	DEF.	NOTE
Leather Armor	90 gil	3	N/A
Leather Shield	40 gil	2	Protects against some status ailments.
Leather Cap	15 gil	1	N/A
Bronze Bracers	80 gil	1	N/A

WEAPON SHOP

ITEM	COST	ATT.	NOTE
Dagger	60 gil	9	N/A
Longsword	100 gil	10	N/A
Staff	40 gil	3	N/A
Bow	100 gil	10	N/A

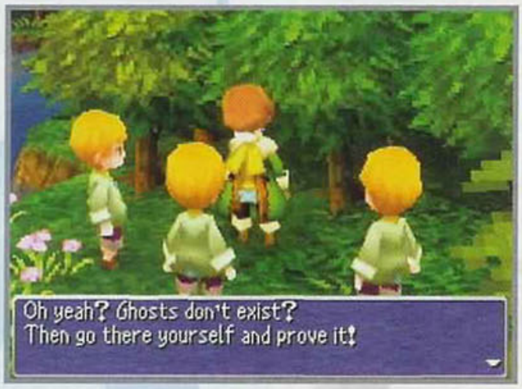
ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

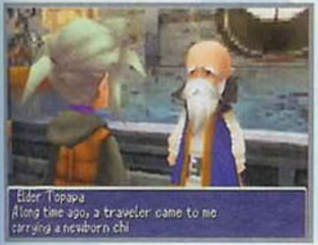
MAGIC SHOP

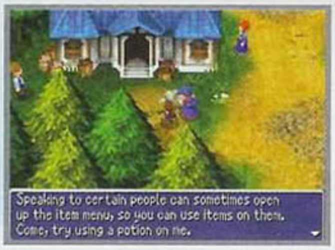
ITEM	COST	TYPE	LV	DESCRIPTION
Poisona	100 gil	White	1	Removes poison.

Enter town and chat with the locals. One of them mentions some trouble in town. The path to the north leads to a lake. Nearby, a few children are taunting Arc, a longtime friend of Luneth's.


Oh yeah? Ghosts don't exist?
Then go there yourself and prove it!

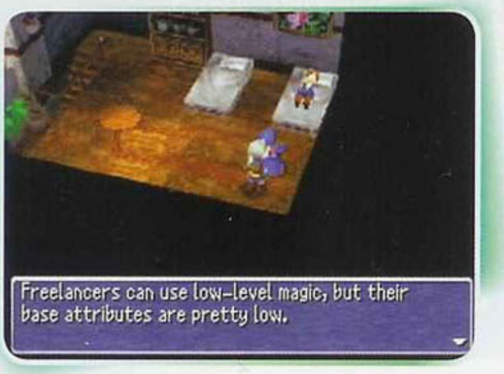
After Arc departs, visit the unmarked house near the town's entry point. Go inside and talk with Elder Topapa. Exit the building and speak with the man in the blue robe. When prompted, give him a Potion in exchange for a **Phoenix Down**.


Elder Topapa
Along time ago, a traveler came to me
carrying a newborn chi


Speaking to certain people can sometimes open
up the item menu, so you can use items on them.
Come, try using a potion on me.

JOB INFORMATION

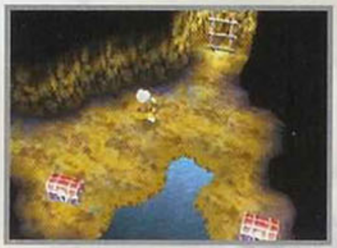
Speak with the man standing near the beds on the Inn's top floor. He provides some insight on the party's current jobs. There are a few men like this in various Inns around the world, so seek them out.

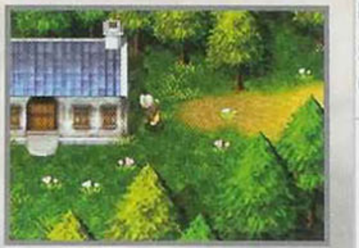

Freelancers can use low-level magic, but their
base attributes are pretty low.

Stocking Up

There are two more stops to make before departing. First, go down the well near the town's entrance. The three chests in this area all contain **Potions**.

Go to the north end of town and follow the path to the storehouse. The path isn't entirely safe, as Goblins may attack along the way.

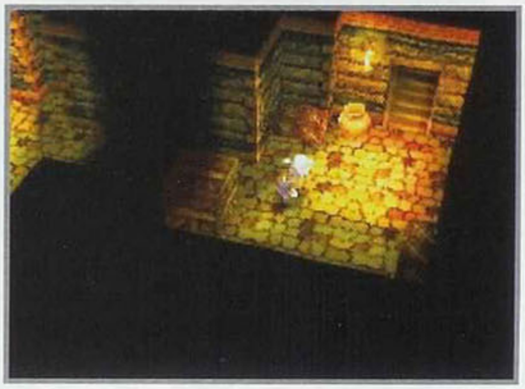




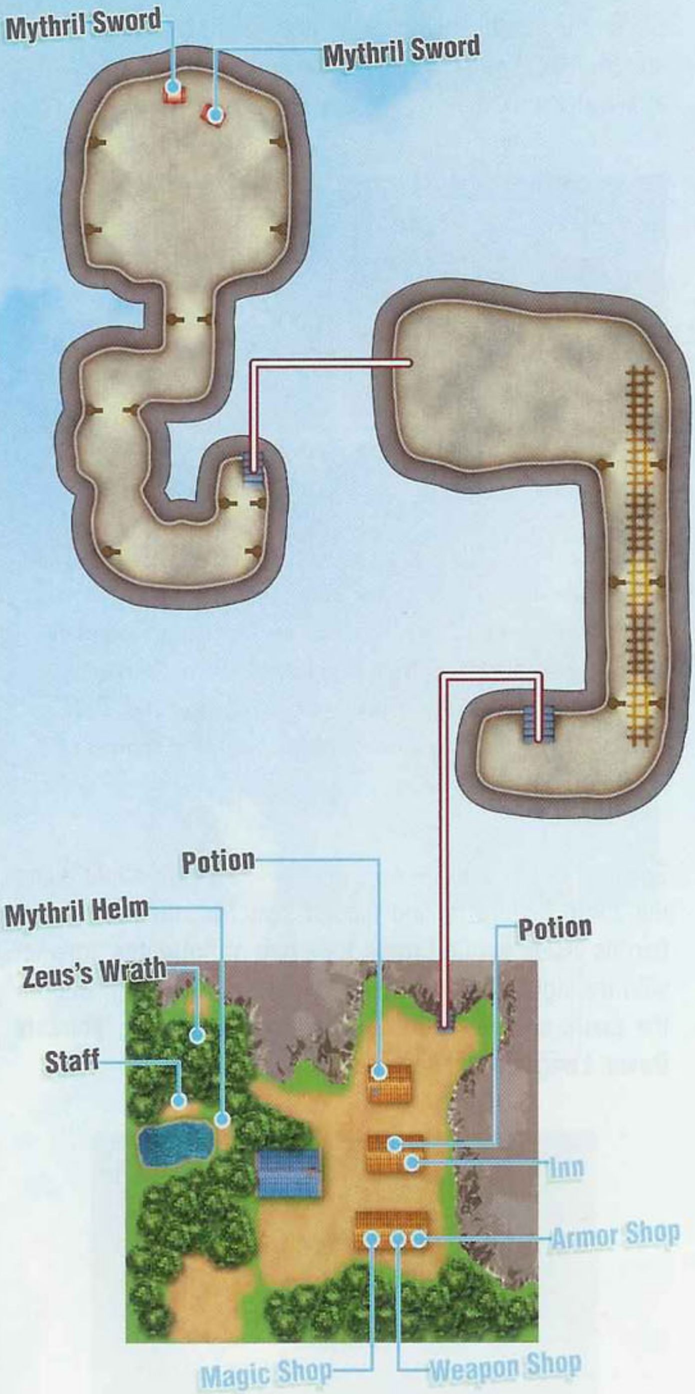
WATER'S EDGE

Go directly south from the storehouse's doorway to the edge of the lake. Search the area to acquire another **Potion.** While most items are found inside chests, there are a few that are just lying on the ground. Refer to the maps in each area to determine the locations of all the items.

Speak with the man in the storehouse to learn about using the zoom feature to find hidden switches, then check the barrels inside the first room for a pair of **Antidotes**. Interact with the right candleholder to reveal a hidden path. Run up the stairs and plunder the chests for a **Dagger**, **Phoenix Down**, **Longsword**, **Eye Drops**, and **Cure**.



KAZUS



INN 0 gil

✓ **HP/MP WELLSPRING**

✗ **REVIVE WELLSPRING**

ENCOUNTERS AROUND KAZUS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Killer Bee	18	2	12	12	8	6	Wind
Werewolf	24	3	12	12	9	6	None
Berserker	28	4	22	14	11	6	None

SHOPS

What to Buy in Kazus

When shops become available (remember that there's a curse to lift first!), purchase as many items as possible from the armor shop (or as much as your party can equip). There are a handful of weapons hidden inside some upcoming chests, so weapons aren't a high priority. If you purchase anything at the weapon shop, consider a Mythril Knife or two. At the magic shop, pick up a few Fire and Blizzard spells. You should already have Sleep from the Altar Cave; a second one is probably unnecessary at this stage.

ARMOR SHOP

ITEM	COST	DEF.	NOTE
Mythril Armor	350 gil	10	N/A
Mythril Shield	180 gil	3	Protects against some status ailments.
Mythril Helm	130 gil	4	N/A
Mythril Gloves	120 gil	3	N/A
Mythril Bracers	120 gil	2	N/A

WEAPON SHOP

ITEM	COST	ATT.	NOTE
Mythril Rod	400 gil	12	N/A
Mythril Knife	500 gil	14	N/A
Mythril Sword	500 gil	17	N/A

ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

MAGIC SHOP

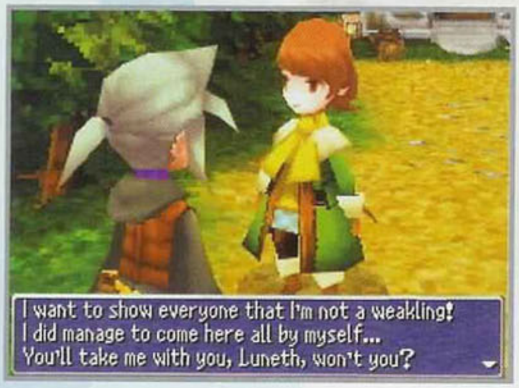
ITEM	COST	TYPE	LV	DESCRIPTION
Fire	100 gil	Black	1	Deals fire damage.
Blizzard	100 gil	Black	1	Deals ice damage.
Sleep	100 gil	Black	1	Inflicts sleep.

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

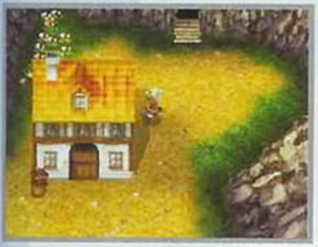
Exit Ur and head south to the nearby village of Kazus. Upon arrival, talk with Arc who joins the party. There's little to do currently in Kazus, as the entire town has been cursed by the Djinn!

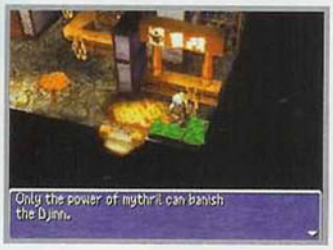
The shop owners and inhabitants fill in the details of the curse and how to lift it. Speak with Takka briefly (he resides in the house to the north of the Inn), then check around his forge for a **Potion**.

The entrance at the north end of town (just beyond Takka's home) leads to a cave that is beyond the party's current abilities. Don't try to explore it right now and leave it for later.



I want to show everyone that I'm not a weakling!
I did manage to come here all by myself...
You'll take me with you, Luneth, won't you?





Only the power of mythril can banish the Djinn.

RESTORING THE PARTY

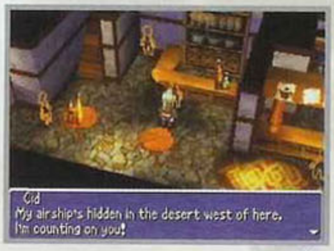
If it becomes necessary to restore the party's HP and MP, you can interact with a bed on the top floor of the Inn or utilize the wellspring inside the house with the blue roof.

The slightly obscured path near the wellspring house leads to a pond. Search the tree at the top of the west side's dirt patch for a **Mythril Helm**, then explore the top center of the north dirt patch for a **Staff**.

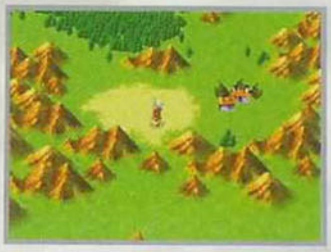
Proceed east from the Staff's location and zig zag through the hidden path, heading northward. Check between the final two trees in the hidden path to find **Zeus's Wrath**.

Cid's Airship

Inside the Inn, sneak between the counters and check the cabinet behind the desk for a **Potion,** then speak with Cid. He offers the services of his airship, which is currently parked to the west of the town in the desert. After discovering the airship, speak with Refia who joins the party.



Cid
My airship's hidden in the desert west of here.
I'm counting on you!

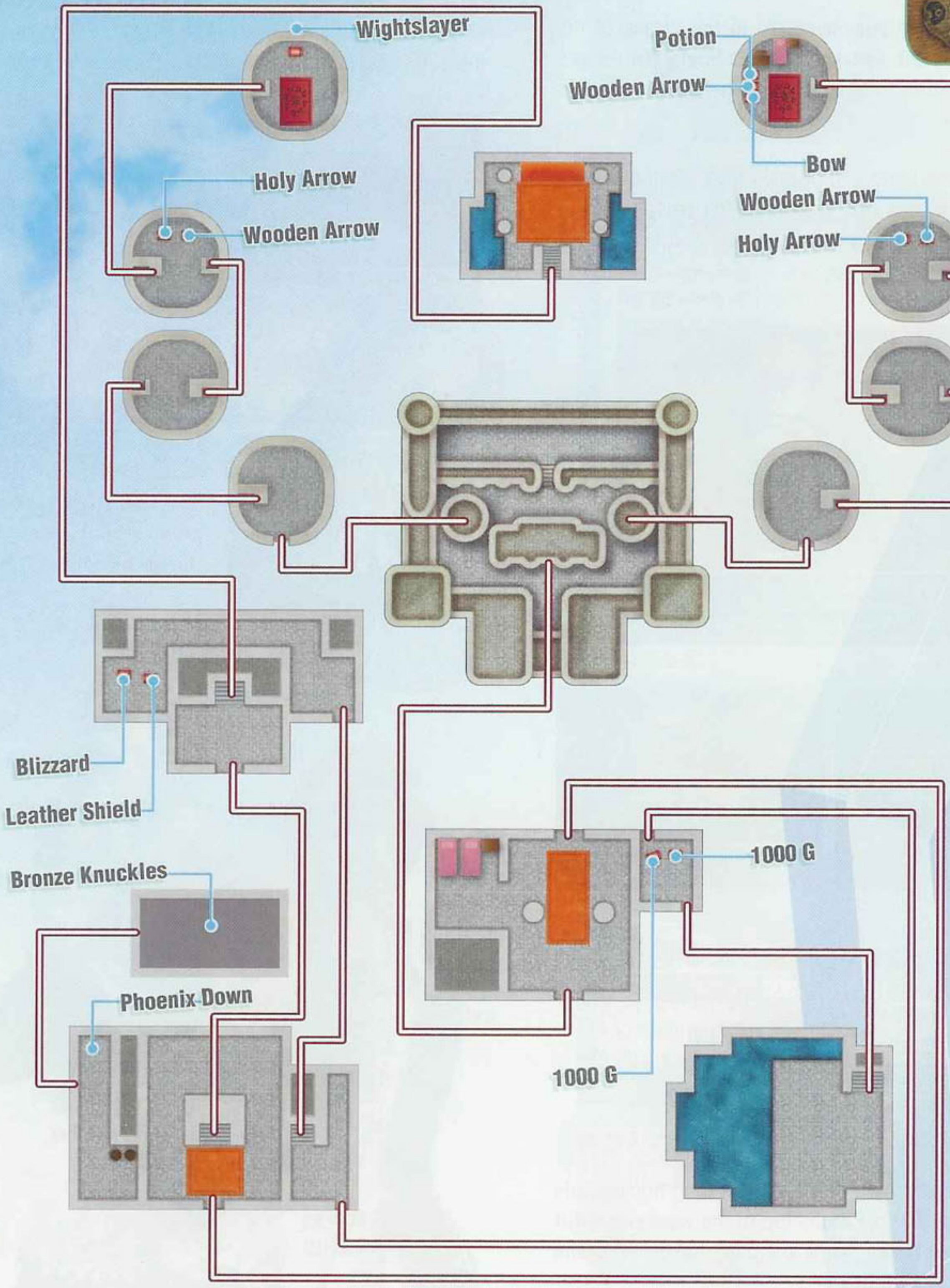


RELUCTANT REFIA

Refia
I'll wait here... I don't want to see my father. At least, not yet...

If it becomes necessary to return to Kazus, Refia leaves the party until the group heads back outside the town's borders.

CASTLE SASUNE


Wightslayer
Potion
Wooden Arrow
Bow
Holy Arrow
Wooden Arrow
Wooden Arrow
Holy Arrow
Blizzard
Leather Shield
Bronze Knuckles
Phoenix Down
1000 G
1000 G

INN None

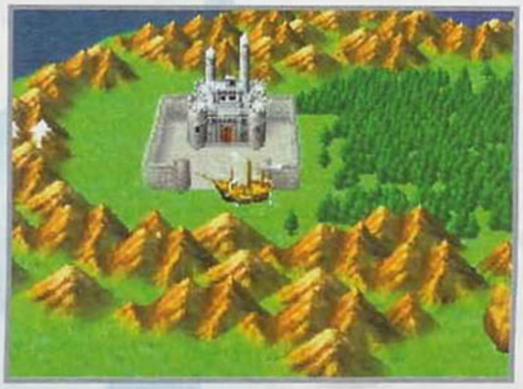
☒ HP/MP WELLSPRING

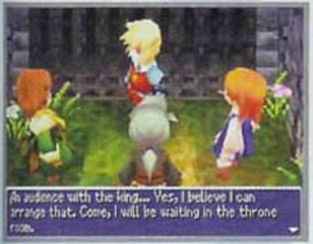
☒ REVIVE WELLSPRING

ENCOUNTERS IN CASTLE SASUNE

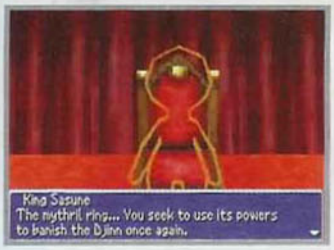
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Red Wisp	39	5	18	70	12	10	Light
Dark Eye	43	5	20	95	12	10	Light
Zombie	47	6	22	100	14	10	Light

Use the airship to fly to the nearby castle. A young man greets the trio at the castle's gates, then departs. Run north through all the doorways until he appears again. Approach the throne to initiate an exchange of dialogue. When it ends, Ingus joins the party.





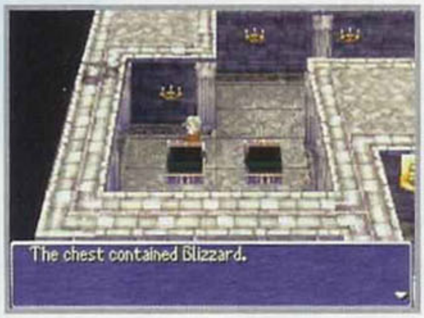
An audience with the king... Yes, I believe I can arrange that. Come, I will be waiting in the throne room.



King Sasune
The mythril ring... You seek to use its powers to banish the Djinn once again.

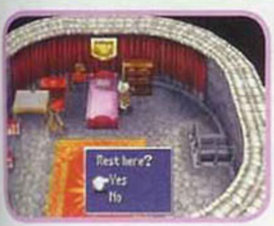
Before dashing off to face the Djinn, take some time to explore the castle and collect its numerous items. There is a powerful sword atop the west tower, as well as many chests scattered around the grounds.

There are slightly hidden doorways directly east and west of the staircase inside the castle's second room. The chests located beyond these doors contain **1000 gil**, **1000 gil**, **Leather Shield**, **Blizzard** (black magic), **Bronze Knuckles** and a **Phoenix Down**.



The chest contained Blizzard.

NEED A REST?

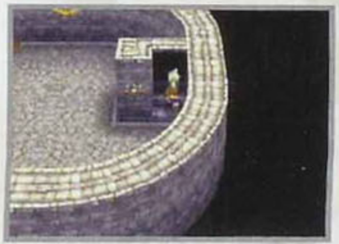


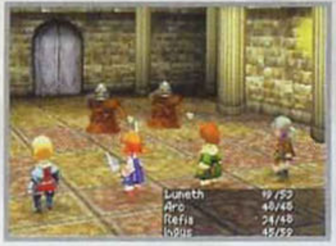
There's no Inn inside Castle Sasune, but there are beds in the first room inside the castle. There's even another bed at the top of the east tower; use this one to restore the group's HP and MP.

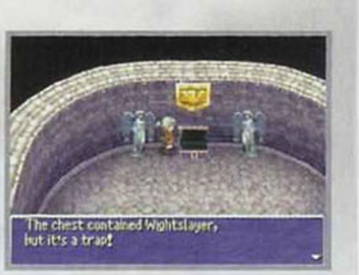
Sasune's Towers

There are no enemy encounters in the eastern tower, so visit it first and collect the **Bow**, **Potion**, **Holy Arrow**, and two sets of **Wooden Arrows** (arrows always appear in groups of 20).

The west tower has a few enemies lurking within its halls, plus there are three chests to plunder. The chests on the third floor contain **Wooden Arrows** and **Holy Arrows**. The chest on the fourth floor holds **Wightslayer**, but there is a Griffon to defeat in order to claim it!



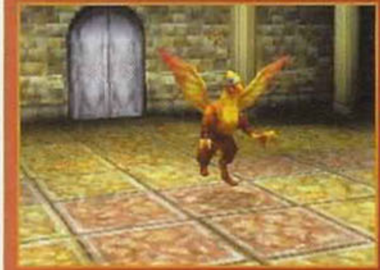




The chest contained Wightslayer, but it's a trap!

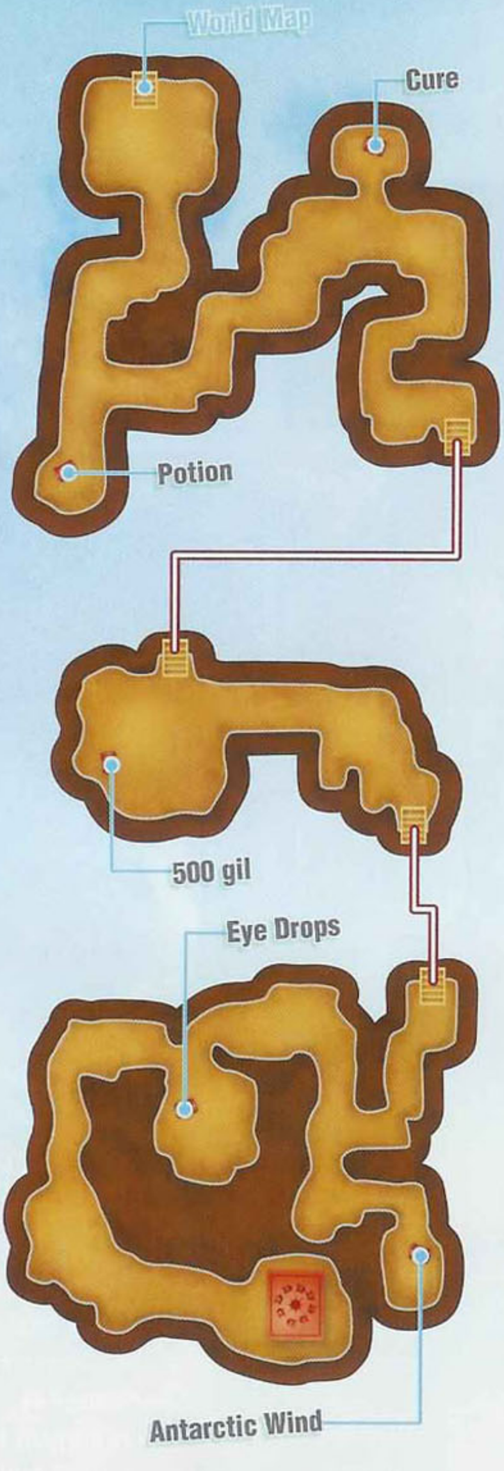
BOSS Griffon

HP 230
LV 6
GIL 40
EXP 130



The Griffon uses Fire, so heal when the need arises. Use Blizzard to augment the melee damage caused by the rest of the party to quickly end this battle. Note that the player can equip the Wightslayer during the fight by accessing the "Equip" option in the battle menu. Also, the Wightslayer is the strongest sword up to this point in the game.

SEALED CAVE



Outside of random encounters and five chests, there's little to note about the Sealed Cave's floors. Upon encountering a dead end at the end of the second floor, zoom in on the skull to the northeast and interact with it. Princess Sara waits at the other end of the newly created tunnel and joins the party in a limited fashion. With her in tow, descend the stairs, pick up the remaining items and prepare for a tough battle.

Luneth	76/76
Arc	57/57
Refia	31/69
Ingus	81/81

NOT JUST FOLLOWERS

Princess Sara trails the party while exploring the area, but you do not control her during battles. She randomly appears to help during a fight by using Cure on the entire party or Aero against all enemies. Speak with her outside of battle and she offers helpful hints or glimpses into the game's story. Princess Sara is just the first of several characters who support the party in this manner.

ENCOUNTERS IN SEALED CAVE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Red Wisp	39	5	18	70	12	10	Light
Dark Eye	43	5	20	95	12	10	Light
Zombie	47	6	22	100	14	10	Light
Mummy	52	6	24	100	15	10	Light
Skeleton	57	6	26	105	14	10	Light
Cursed Copper	42	6	52	105	14	10	Light
Larva	44	6	30	120	15	10	Light
Shadow	66	7	32	120	15	10	Light
Revenant	70	7	34	130	14	10	Light

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

BOSS

Djinn

HP 600 **LV** 7 **GIL** 1400 **EXP** 200

A new wrinkle to this battle is the Djinn's ability to act twice per round (get used to this in upcoming boss battles). The Djinn hits hard, but usually acts late in each round of combat.

Note that it is vulnerable to ice and water attacks. Use spells like Blizzard and an Antarctic Wind. Magic and attack items are more effective than melee attacks in this battle.

GET A JOB!

Up to this point, the only available job for your party was Freelancer. Now there are five additional options, including: Black Mage, Monk, Thief, Warrior, Red Mage, and White Mage. For more information about these jobs, refer to the "Jobs" section of this guide. Here's an important reminder: Changing jobs means a period of transition with reduced stats! Take some time in the lower-level areas to burn through the adjustment with reduced risk.

Return to Castle Sasune

Deprived of the airship, the party takes the long way to Castle Sasune. The good news is that during an audience with the king, he presents the group with a magical folding canoe, so use it to traverse rivers and other shallow water areas.

Luneth 66/91
Arc 61/97
Refia 70/98
Ingus 27/95

Mythril Ram

Return to Kazus for a conversation with Takka. The next stop is at the Inn to chat with Cid, who joins the party in the same way that Princess Sara did earlier (should you get into a battle, he randomly uses Fire or a hammer). He is looking for help to return to his home in Canaan since the path is blocked. To reach Cid's home, his airship needs a mythril ram in order to smash the rock blocking the valley that leads to his home. Speak with Takka at the blacksmith's house to modify the airship.

Cid
Good work! I knew you'd pull it off the moment I saw you!

Takka
Cid, you old dog! It's good to see you—and not through you—again!

MOGNET

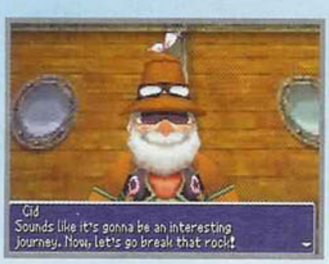
Lifting the curse from Castle Sasune and Kazus opens Mognet, a letter delivery service that allows you to exchange messages with friends or denizens of FINAL FANTASY III. There are some special quests to unlock through the use of Mognet, too. Look for more information on Mognet in the "Side Quests" section of this guide.

Cid's airship awaits outside of town. You have a choice here. The entry to the Mythril Mines is at the north end of town. You can explore that area with the current group, or make a quick visit to the airship to return the team to full strength before tackling the mines.

Refia
You guys are late!

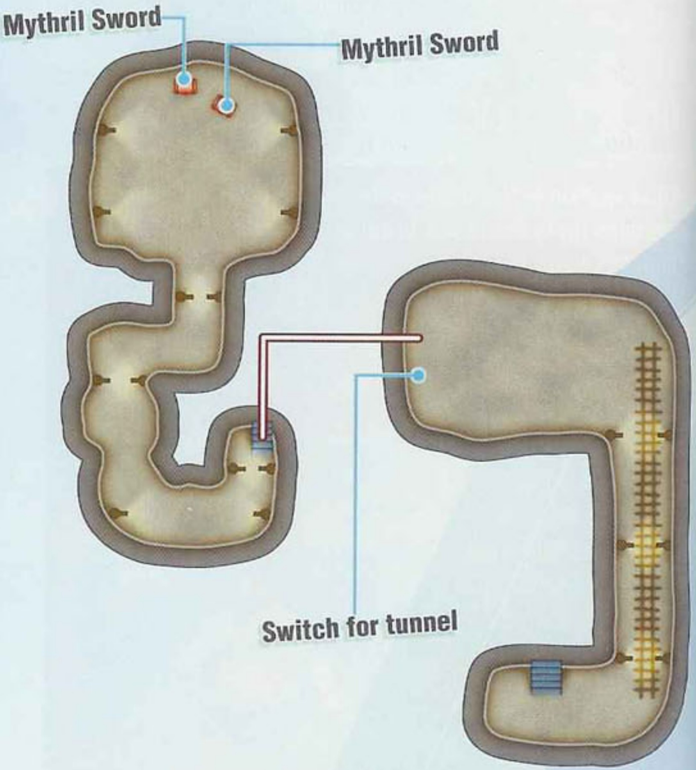
Rock Smashing

With everyone aboard (including Cid), fly toward the boulder blocking the valley and wait for the explosive results!



Cid
Sounds like it's gonna be an interesting journey. Now, let's go break that rock!

MYTHRIL MINES



ENCOUNTERS IN THE MYTHRIL MINES

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Skeleton	57	6	26	105	14	10	Light
Cursed Copper	42	6	52	105	14	10	Light
Larva	44	6	30	120	15	10	Light
Shadow	66	7	32	120	15	10	Light
Revenant	70	7	34	130	14	10	Light

The Mythril Mines area isn't very large, but the chests at the back of the mine both hold **Mythril Swords**. It's also a nice area to test out new jobs and give your characters a few battles to adjust to their new roles. There's a hidden switch in the wooden support beam at the end of the initial area. Use the camera zoom to reveal it.

Luneth 66/91
Arc 61/97
Refia 70/98
Ingus 27/95

Crystal of Fire

OBJECTIVES

1 Visit both Cid's and Salina's house in Canaan.

2 Search for Desch in Dragon's Peak; run away from Bahamut.

3 Use Mini to enter the gnome village, Tozus.

4 Travel to Vikings' Cove through the Tozus Tunnel.

5 Defeat the Giant Rat in the Nepto Temple.

6 Optional trips to Tokkul, Castle Argus, and the Village of the Ancients.

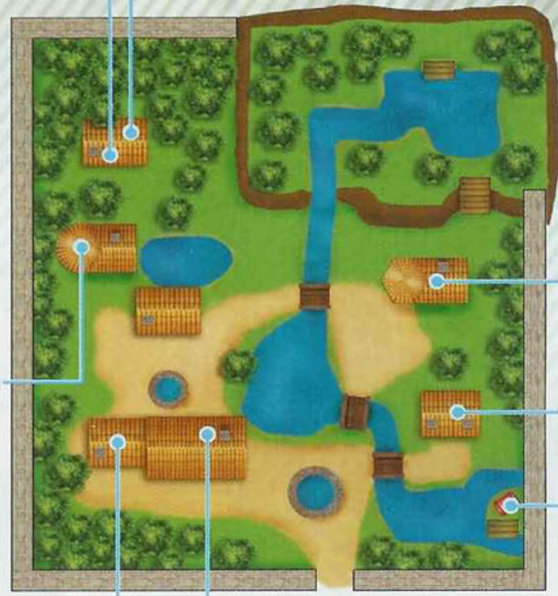
7 Visit Gulgan Gulch, then invade the Tower of Owen.

8 Defeat Medusa to clear the way to Dwarven Hollows.

9 Defeat Gutsco (twice!) to gain more Jobs.

10 Return to Dwarven Hollows first, then to Tokkul.

CANAAN



Cid's Basement
- Potion
- Gnomish Bread
- Great Bow
- Gnomish Bread
- Iron Arrow
- Gold Needle
- Blind
- Phoenix Down

2nd Room
- Phoenix Down
- 2000 gil
- Phoenix Down
- 2000 gil

Armor Shop

Magic Shop

Weapon Shop

Elixir

Mallet
Gold Needle

Inn

INN 40 gil

✗ **HP/MP WELLSPRING**

✓ **REVIVE WELLSPRING**

ENCOUNTERS AROUND CANAAN

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Killer Bee	18	2	12	12	8	6	Wind
Berserker	28	4	22	14	11	6	None
Basilisk	100	9	44	150	18	15	None
Bugbear	110	9	46	180	20	15	None

SHOPS

What to Buy in Canaan

The armor shop has nothing new, so pick up things that you previously couldn't afford. The new weapons are Great Bow and Iron Arrows, both of which are found inside Cid's home. Only buy them if you plan to have two archers. Pick up a few Echo Herbs and Gold Needles to have them handy. At the magic shop, the purchase of Thunder is a necessity. If you didn't pick up Cure earlier, get it now. Pass on Blind at this time, since one is available from Cid's house. Poison can wait until you have spare gil burning a hole in your pocket.

ARMOR SHOP

ITEM	COST	DEF.	NOTE
Mythril Armor	350 gil	10	N/A
Mythril Shield	180 gil	3	Protects against some status ailments.
Mythril Helm	130 gil	4	N/A
Mythril Gloves	120 gil	3	N/A
Mythril Bracers	120 gil	2	N/A

WEAPON SHOP

ITEM	COST	ATT.	NOTE
Mythril Rod	400 gil	12	N/A
Mythril Knife	500 gil	14	N/A
Mythril Sword	500 gil	17	N/A
Great Bow	1200 gil	18	N/A
Iron Arrow	8 gil	12	N/A

ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Echo Herbs	100 gil	Removes silence.
Gold Needle	100 gil	Removes petrification.

MAGIC SHOP

ITEM	COST	TYPE	LV.	DESC.
Cure	100 gil	White	1	Restores HP.
Thunder	700 gil	Black	2	Deals lightning damage.
Poison	700 gil	Black	2	Deals damage and inflicts poison.
Blind	700 gil	Black	2	Inflicts blind.

After recovering from the crash, head south to Canaan and visit Cid's house, which is in the northwest corner of town. His wife needs an Elixir and, fortunately, there happens to be one in town. Go to the northeast corner of Canaan where the stairs descend into the water. Speak with Mrs. Cid and hand over the Elixir when prompted.

As a reward, Cid grants access to his hangar, the eight chests found in the first room and the four additional chests within the hidden tunnel in the southeast corner of the water. The chests include everything from gil to a black magic spell, along with a new item called **Gnomish Bread**.

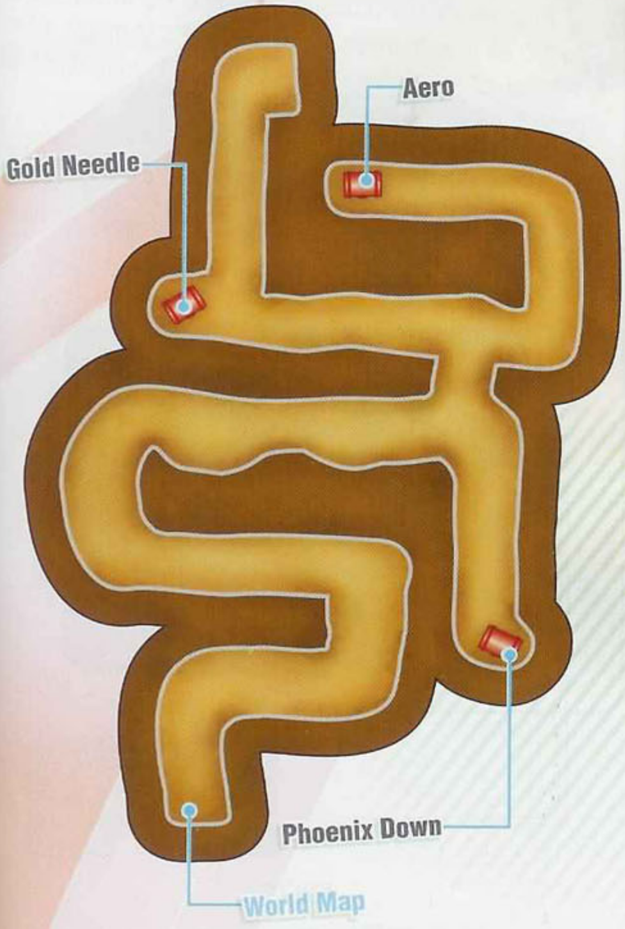
Cid
Mrs. Cid's gotten sick while I was away...

Enter Salina's house, which is next to the Inn. Approach the woman on the bed to get a clue about your next destination. Search the logs in the back of the house to acquire a **Mallet**. Next, proceed to the east and hug the inside wall of the house. Follow the secret passage to the hallway between the rooms, then check the wood pile for a **Gold Needle**.

Why would you go to the mountains in the east, where a dragon is said to dwell? And what would drive you to go to such a place alone?

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

DRAGON'S PEAK



The clues point to a trip up Dragon's Peak, which is located just outside of Canaan. Look for three chests along the path to the summit. There is a nest of dragons at the top. Speak to the only non-dragon, who turns out to be Desch. When Bahamut appears, heed Desch's advice and just run!

After escaping death (Hopefully the group ran before Bahamut landed any attacks!), Desch hands over **Mini** (white magic) and joins the party. Although he isn't under your control, he randomly helps during battle by using a physical attack on an enemy or casting Thundara, which affects all enemies.

ENCOUNTERS IN DRAGON'S PEAK

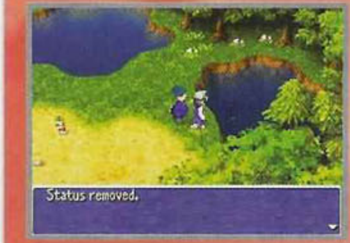
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Firefly	92	9	36	130	17	15	Ice, Wind
Helldiver	120	8	38	120	17	15	Wind
Rust Bird	135	9	40	150	18	15	Wind
Rukh	155	9	42	150	19	15	Wind

Hah hah! I can't believe you let yourselves get caught by that dragon!

Healing Copse

The Healing Copse is not far from where the party lands. Interacting with the three wellsprings provides different effects. The west wellspring revives fallen party members; the north wellspring restores HP and MP; and the east wellspring removes status effects.

Speak with the gnome in the area for a clue about the nearby village of Tozus. The gnome also hands over the white magic spell, **Mini** (provided one isn't already in your inventory) and sends the group south to find a gnome village.



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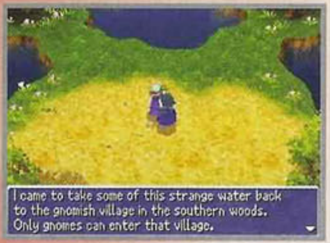
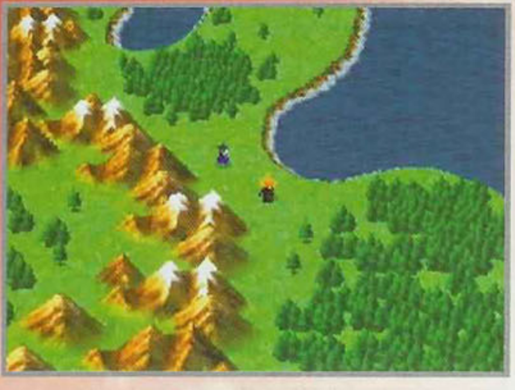


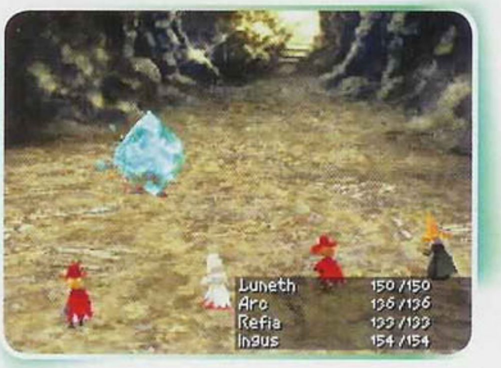
I came to take some of this strange water back to the gnomish village in the southern woods. Only gnomes can enter that village.



LIVING THE MINI LIFE

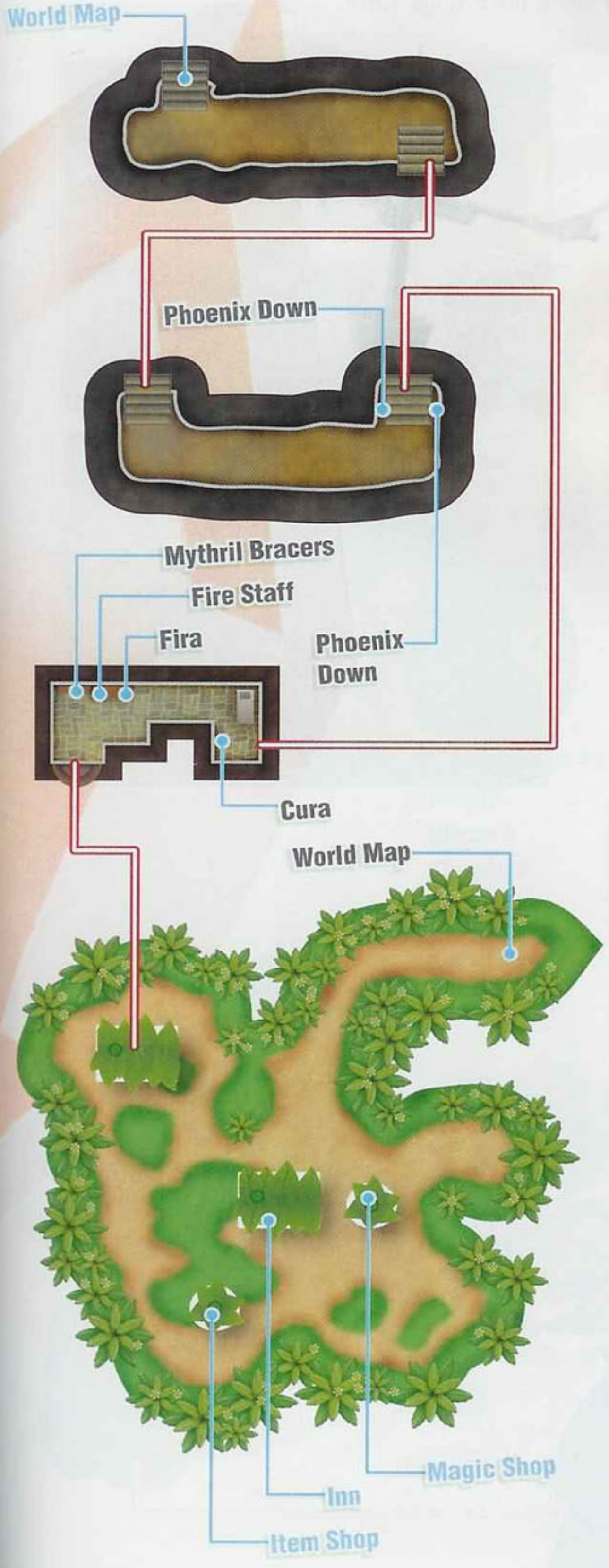
Any time the party is forced to spend an extended amount of time under the influence of Mini, it's important to switch all jobs to those that have access to magic. Mini sets all of the following attributes to 1, regardless of gear: Strength, Vitality, Attack, and Defense.

Before shrinking down the party, spend the requisite number of fights necessary for every character to adjust to his or her new job. Finally, use Formation to push everyone into the back row.



Luneth 150/150
Arc 136/136
Refia 133/133
Ingus 154/154

TOZUS



SHOPS

What to Buy in Tozus

Pick enough of the elemental damage spells (Fire, Blizzard, Thunder) to round out the spell books of your Black and Red Mages. Aero is the only damaging white magic spell for many levels and it is especially effective versus flying enemies. If you don't have an Antidote upon entering town, pick up at least one.

ITEM SHOP

ITEM	COST	EFFECT
Gnomish Bread	200 gil	Displays a detailed map.

INN ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Fire	100 gil	Black	1	Deals fire damage.
Blizzard	100 gil	Black	1	Deals ice damage.
Sleep	100 gil	Black	1	Inflicts sleep.
Thunder	700 gil	Black	2	Deals lightning damage.
Poison	700 gil	Black	2	Deals damage and inflicts poison.
Blind	700 gil	Black	2	Inflicts blind.
Aero	700 gil	White	2	Deals wind damage.

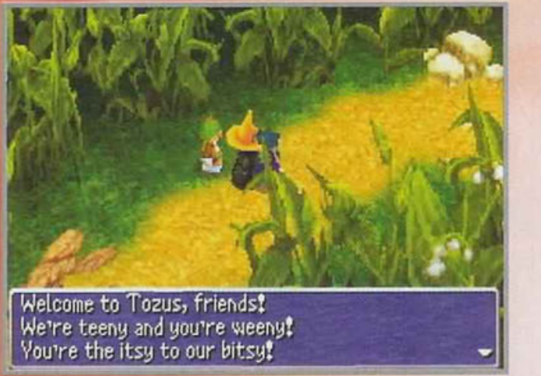
INN 80 gil ✗ **HP/MP WELLSPRING** ✗ **REVIVE WELLSPRING**

ENCOUNTERS AROUND TOZUS

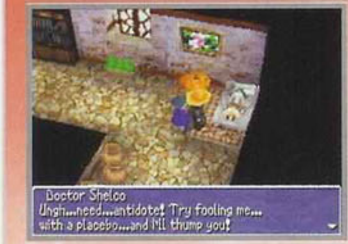
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Mandrake	120	9	48	180	19	15	Fire
Leprechaun	142	9	52	200	16	15	None
Darkface	168	9	53	200	16	15	None

Cast Mini on the entire party and head south. Search the forest for the entrance to the gnome village, Tozus. The magic shop here has all level 1 and level 2 black magic spells, which makes it a great place to fill out any spell-book gaps.

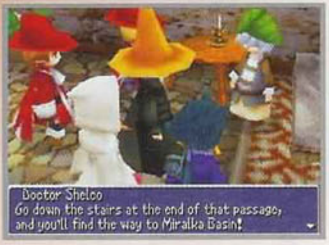
If you don't have an Antidote, pick up one from the Inn's item shop. Go to the house in the northwest and check everywhere inside before talking with the bedridden gnome. The house is a treasure trove of spells and equipment, so leave no stone unturned! Speak with the good doctor in his bed and when the item window opens, give the Antidote to Dr. Shelco. In exchange for your help, he reveals a hidden path.



Welcome to Tozus, friends!
We're teeny and you're weeny!
You're the itsy to our bitsy!



Doctor Shelco
Ungh...need...antidote! Try fooling me...
with a placebo...and I'll thump you!

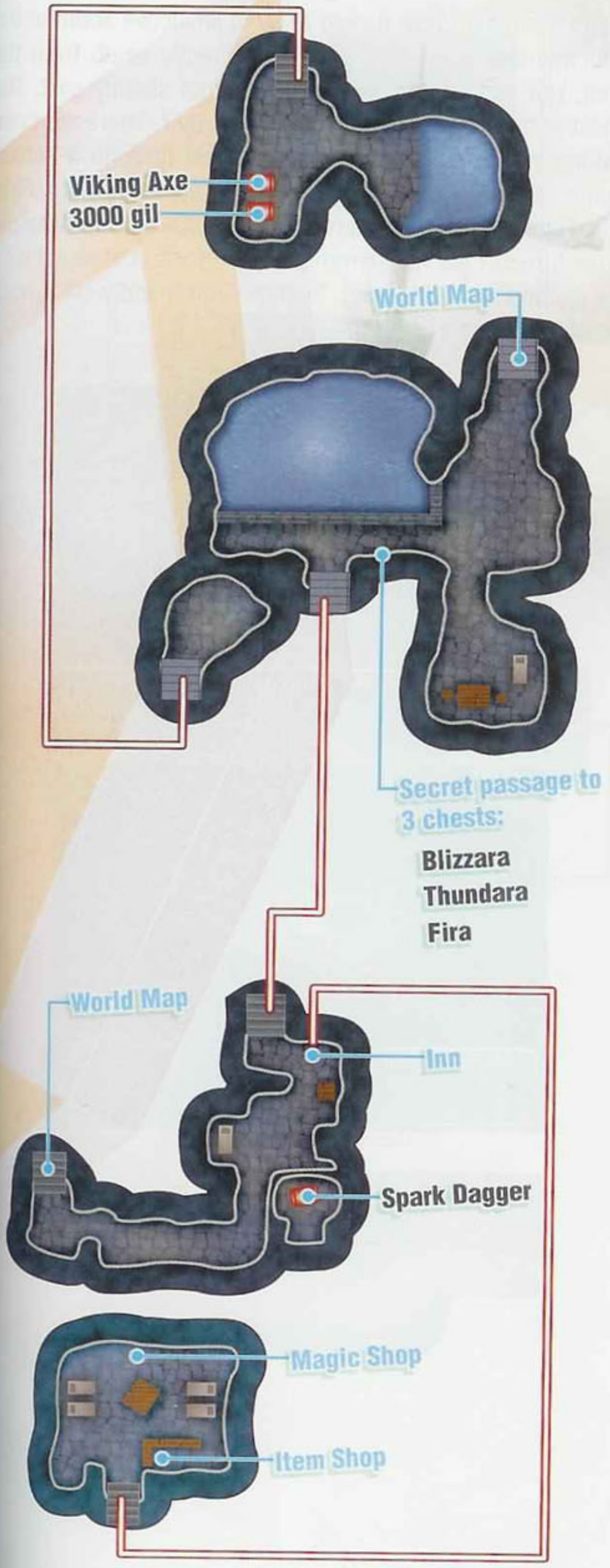


Doctor Shelco
Go down the stairs at the end of that passage,
and you'll find the way to Miralka Basin!

Tozus Tunnel

The only things to worry about during this short jaunt are random enemy encounters. There are no items to find or any hidden paths to explore. Waiting at the other end of the tunnel is the Vikings' Cove.

VIKINGS' COVE



SHOPS

What to Buy in Vikings' Cove

There are only two new items for sale. Purchase a Maiden's Kiss or two in case your party gets in a fight and turns into a toad. Later on, the party will obtain the white magic spell "Toad" and it will clear the status effect of the same name.

ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.

MAGIC SHOP

ITEM	COST	TYPE	LV.	DESC.
Fire	100 gil	Black	1	Deals fire damage.
Blizzard	100 gil	Black	1	Deals ice damage.
Sleep	100 gil	Black	1	Inflicts sleep.
Thunder	700 gil	Black	2	Deals lightning damage.
Poison	700 gil	Black	2	Deals damage and inflicts poison.
Blind	700 gil	Black	2	Inflicts blind.
Mini	1000 gil	White	2	Shrinks and unshrinks target.

INN 40 gil

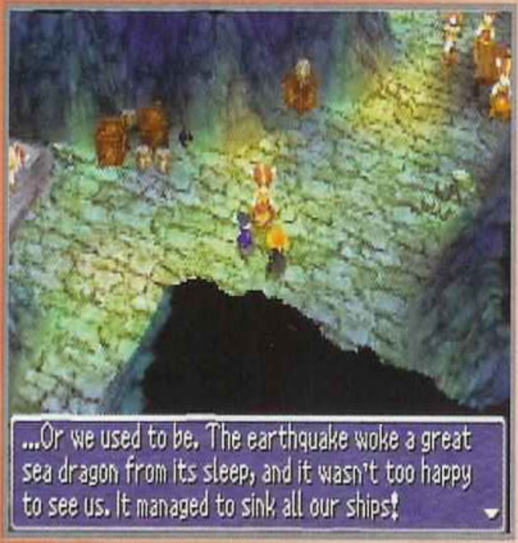
✗ **HP/MP WELLSPRING**

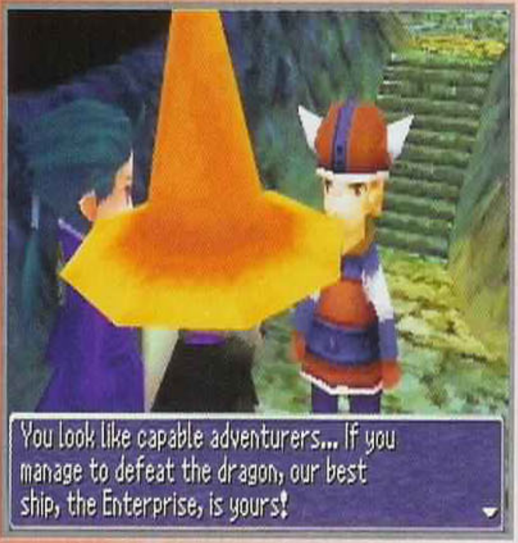
✓ **REVIVE WELLSPRING**

ENCOUNTERS AROUND VIKINGS' COVE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Killer Bee	18	2	12	12	8	6	Wind
Werewolf	24	3	14	12	9	6	None
Berserker	28	4	22	14	11	6	None
Basilisk	100	9	44	150	18	15	None
Bugbear	110	9	46	180	20	15	None
Mandrake	120	9	48	180	19	15	Fire
Killer Fish	135	13	64	240	22	16	Lightning
Hermit	173	13	66	240	22	16	Lightning
Sea Elemental	155	12	67	250	22	16	Lightning
Tangie	225	13	68	250	24	16	Lightning
Sahagin	190	13	70	150	22	16	Lightning

The vikings are distraught over the loss of many of their ships to a monstrous sea dragon. The leader of the vikings offers to hand over a ship to your party if they can find a way to placate the beast.


...Or we used to be. The earthquake woke a great sea dragon from its sleep, and it wasn't too happy to see us. It managed to sink all our ships!

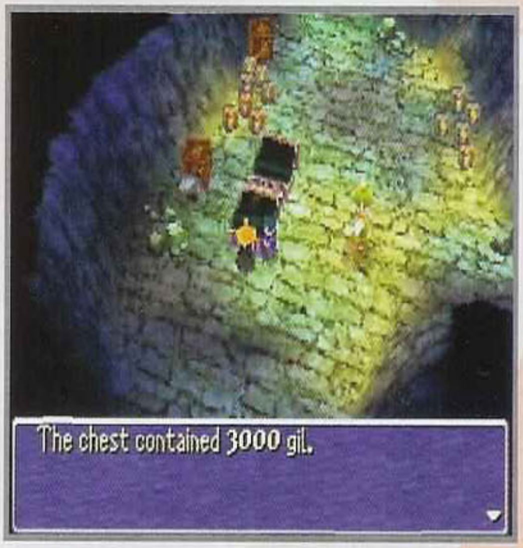

You look like capable adventurers... If you manage to defeat the dragon, our best ship, the Enterprise, is yours!

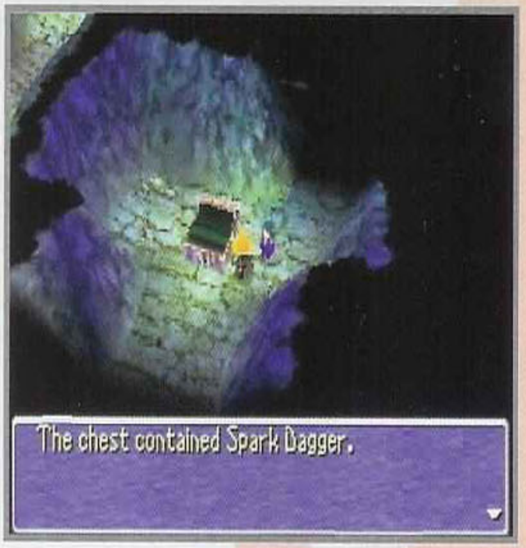
INVINCIBLE NEPTO DRAGON

Direct combat is not the way to dispose of the dragon! There is a boat waiting outside, but any movement on the sea means an encounter with the Nepto Dragon. Facing the monster in battle always ends with your party lying face down on the deck.

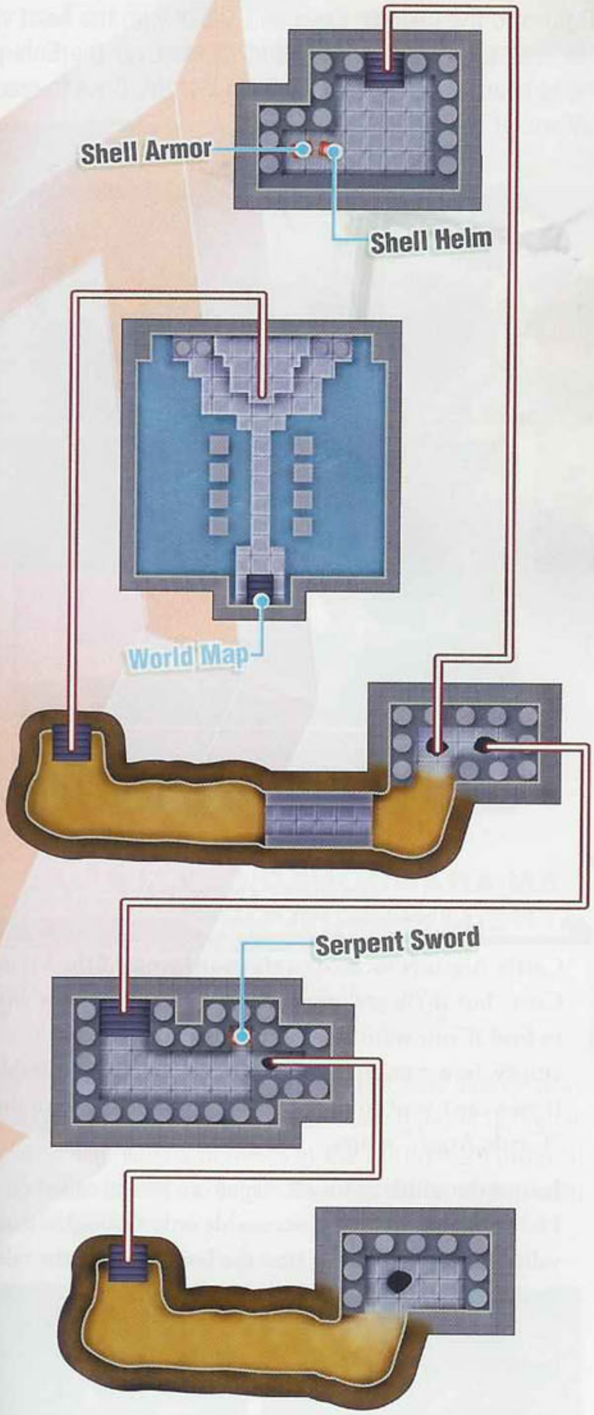
Don't leave the Vikings' Cove before fully exploring all of the hidden cracks and crevices! Follow the stone wall bordering the south edge of the water all the way to the west. There's a hidden tunnel through the south wall that leads to a **Viking Axe**, **3000 gil**, and a revive wellspring!

There's another chest tucked away in an alcove south of the doorway that leads to the Inn. Go directly south from the door, run underneath the wall, and scoot slightly east. The chest in the room contains a **Spark Dagger**. There are three hidden chests south of the Moogle and through a hidden tunnel. It contains the three black magic spells **Blizzara**, **Fira**, and **Thundara**. After emptying the chests, exit the Vikings' Cove through the northernmost door (for fun, interact with the cannon along the way), then trek north and west toward the Nepto Temple.


The chest contained 3000 gil.


The chest contained Spark Dagger.

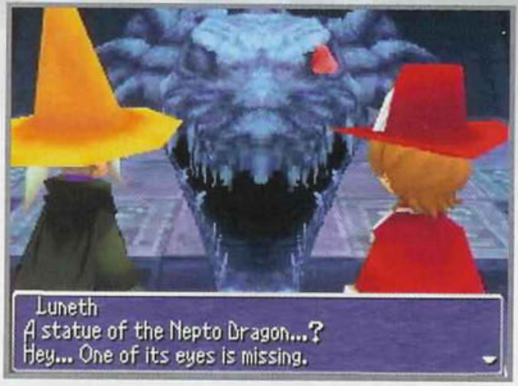
NEPTO TEMPLE

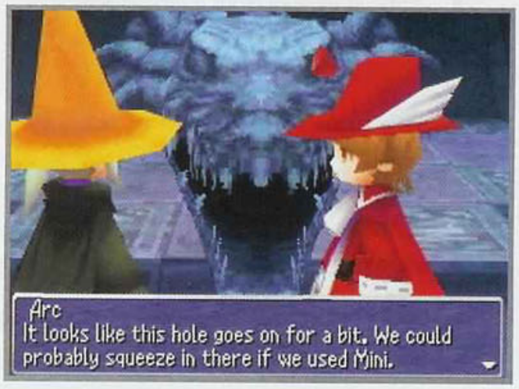


ENCOUNTERS IN NEPTO TEMPLE

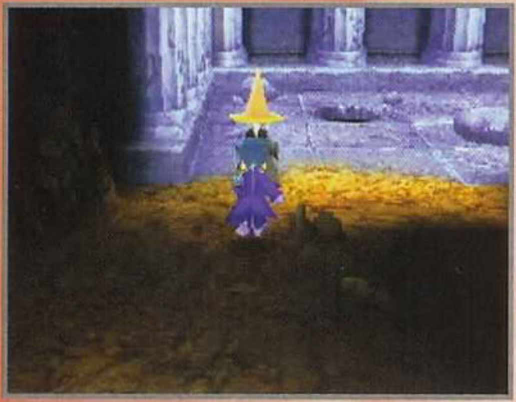
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Petit	103	9	54	200	15	15	None
Poison Bat	98	9	56	220	15	15	Wind
Lilliputian	118	10	58	229	17	15	None
Wererat	130	10	60	220	18	15	None
Blood Worm	165	11	62	240	22	15	None

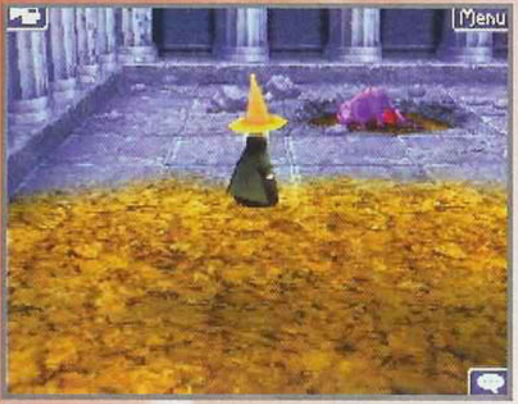
Enter the temple, then move north and interact with the statue. Arc provides some insight about how to continue; heed his advice and cast Mini on the entire party. Move through the statue's mouth and follow the path to a room with two holes in the floor.


Luneth
A statue of the Nepto Dragon...?
Hey... One of its eyes is missing.


Arc
It looks like this hole goes on for a bit. We could probably squeeze in there if we used Mini.

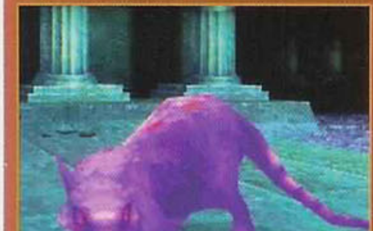
Drop down the western hole and pick up the contents of the chests (**Shell Armor** and a **Shell Helm**). Ascend the stairs back to the previous room and take the eastern hole. Grab the **Serpent Sword** from the chest before descending through the next hole in the floor. Follow the hallway east until it ends at a giant rat's nest.





BOSS Giant Rat

HP 900 **LV** 11 **GIL** 1500 **EXP** 1200



Since the party is in mini form, the best way to defeat this boss is to cast magic and use attack items. The Giant Rat strikes twice per turn and its melee attack may inflict poison. It also has access to black magic spells, such as Thunder. Remove poison quickly and use Cure or Cura to restore health when it becomes necessary.

After the battle, Luneth picks up the **Nepto Eye.** As a bonus, the party's HP and MP are restored. Return to the room with the statue and interact with it to restore its missing eye. In exchange for its eye, the Nepto Dragon hands over the **Fang of Water**.

Return to the Vikings' Cove and speak with the head viking. He lives up to his promise and hands over the Enterprise! Head south and slightly west from Viking's Cove to reach the Village of Tokkul.

You are now the proud owner of the Enterprise!

AN ABANDONED CASTLE AND THE LIVING WOODS

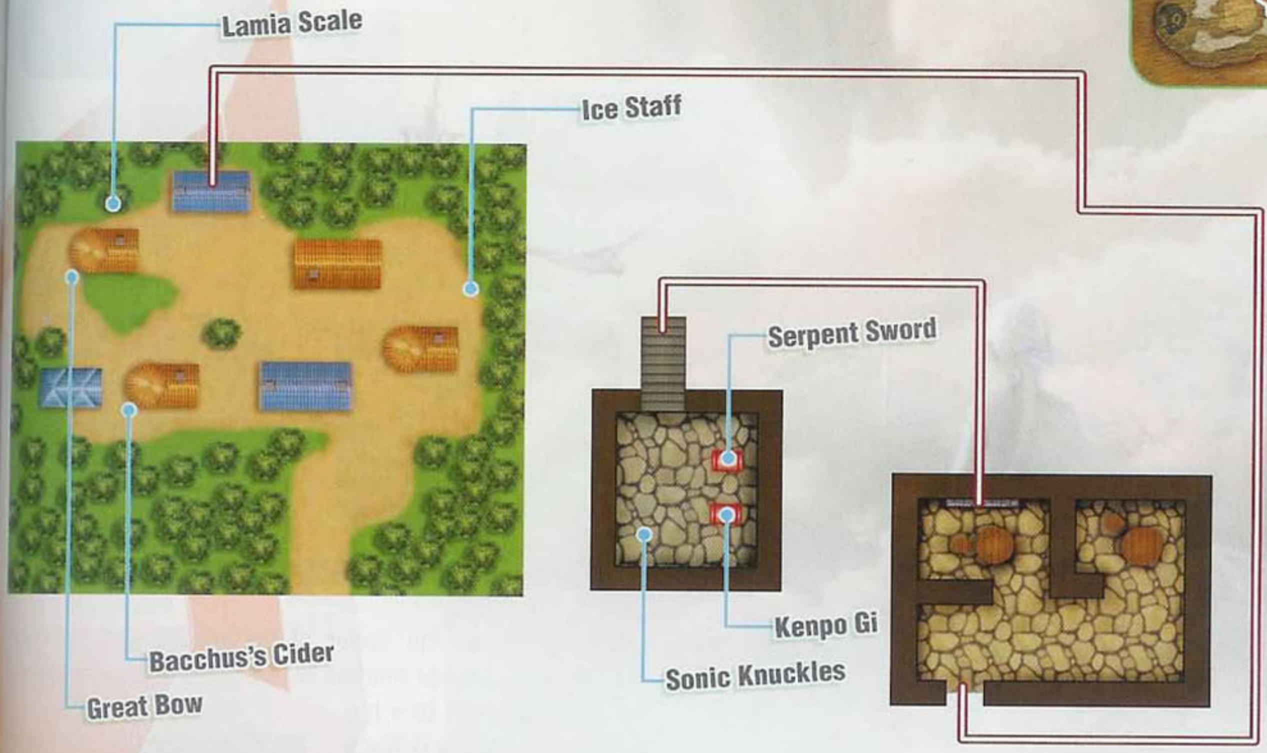
Castle Argus is located to the northwest of the Vikings' Cove, but there are no residents. There are many chests to find if you want to stop by the castle while it's empty, however, many of the items are not yet usable. If you can't wait to pick up the loot, flip ahead to the "Castle Argus" maps.

Just to the south of Castle Argus is a forest, called the Living Woods, which is accessible only through a narrow valley in the mountains (use the boat to reach the valley from Castle Argus). Unfortunately, something terrible has happened in the Living Woods. Speak with the faeries to learn more about what transpired.

Desch
...There's no one here.

These woods are blessed with life.

TOKKUL



INN None

HP/MP WELLSPRING ✗

REVIVE WELLSPRING ✗

ENCOUNTERS AROUND TOKKUL

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Griffon	230	6	40	130	15	16	Wind
Knocker	131	13	80	300	23	16	None
Flyer	139	12	82	300	23	16	Wind

There are no shops, no Inn, and many residents scurry away after any attempt at communication; something is definitely wrong here! The elder's home is in the northwest corner of town. Speak with him to get more information about what has occurred.

So you are the strangers. I am the Elder of Tokkul. You must have heard by now about the soldiers who pillaged our town.

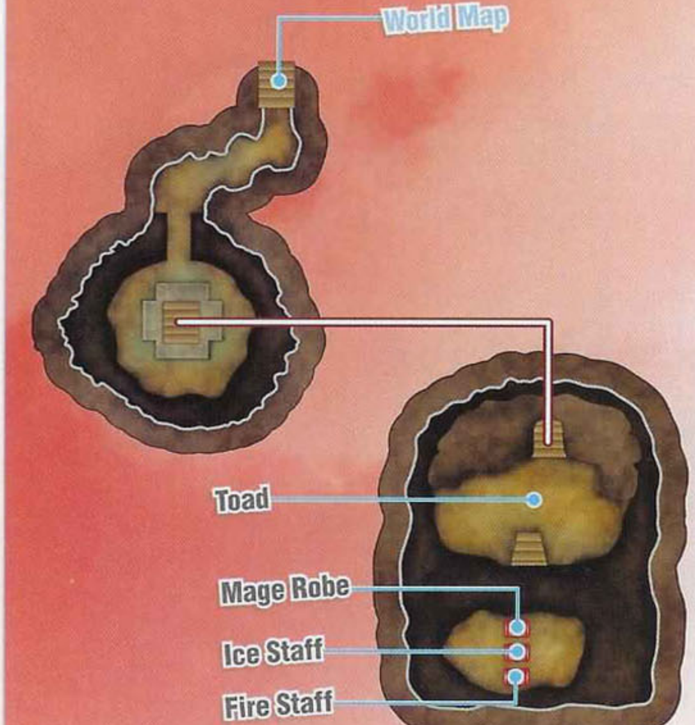
After speaking with the elder, walk through the fireplace behind him and descend to the cellar. Acquire the **Kenpo Gi**, and **Serpent Sword** from the chests, then check the pots for **Sonic Knuckles**.

WESTWARD HO!

A number of the residents mention a village far to the west. This is the Village of the Ancients, an area that is covered in the "Side Quests and Optional Areas" section of this guide. Visit this village after collecting a nice stash of gil. If you are using Red, Black or White Mages, the spells there (especially Blizzara) will make your life easier in upcoming dungeons.

We are the sons and daughters of the Ancients, a once great civilization... But now we live by the land, as our Rule commands.

GULGAN GULCH



INN None

HP/MP WELLSPRING ✗

REVIVE WELLSPRING ✗

ENCOUNTERS AROUND GULGAN GULCH

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Knocker	131	13	80	300	23	16	None
Flyer	139	12	82	300	23	16	Wind
Lizardman	155	12	84	320	24	16	Lightning
Gorgon	145	13	86	320	24	16	None

The home of a sightless race of clairvoyants known as the Gulgans is tucked away in a valley to the west of the abandoned Castle Argus. Speaking with the Gulgans provides some insight to the threat that the world faces. Descend the stairs in the center of the stone cross and speak with the Gulgan in the middle of the room. He hands over the white magic spell **Toad** and urges a visit to the Tower of Owen. Have someone in the party learn the spell, then speak with the Gulgan again. He hands over another Toad spell! You can repeat this as often as you like until all of your characters learn the spell, but it isn't necessary.

Obtained the spell Toad.

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

CHOCOBO WOODS

The Chocobo Woods is to the north of the entrance to Gulgan Gulch. This is one of the few Woods scattered around the World Map. Interact with one of the Chocobos to mount it and reappear on the World Map. Riding a chocobo increases the party's movement speed and avoids any random encounters.

Chocobo Woods

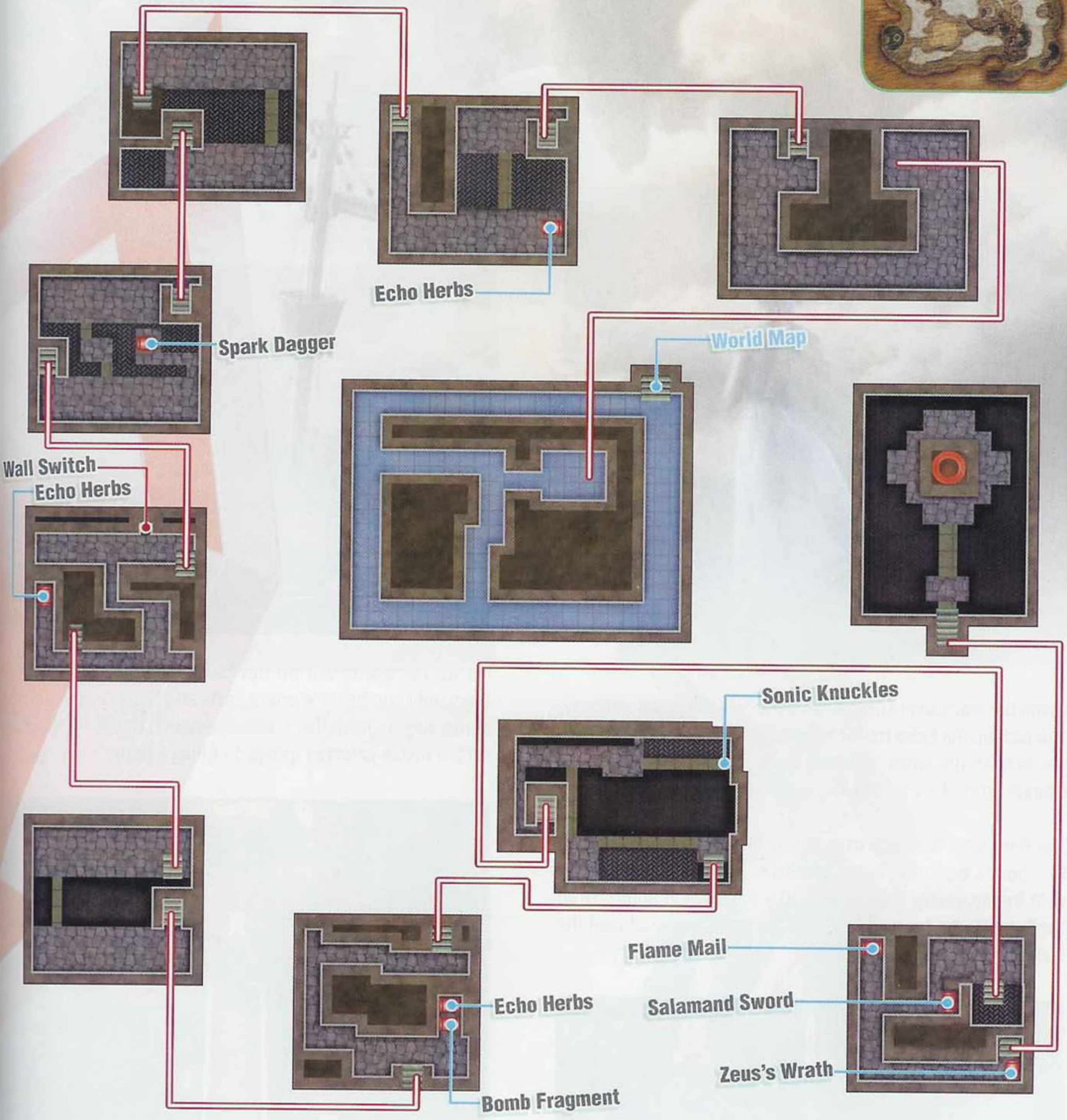
Don't depart for the Tower of Owen just yet! Go south through the passage marked by the rope bridge and follow the darkened path to a trio of chests. White and Black Mages should enjoy the **Mage Robe**, **Ice Staff**, and **Fire Staff** sealed inside these chests.

The chest contained Fire Staff.

DON'T GO TOO EARLY

The Tower of Owen has some difficult enemies and a rough boss encounter, if your group hasn't gained enough levels. Make sure that your party is at least level 15 before entering the Tower of Owen; if not, don't even try it! This is a good time to complete the first of the Mognet side quests in the Village of Ur.

TOWER OF OWEN

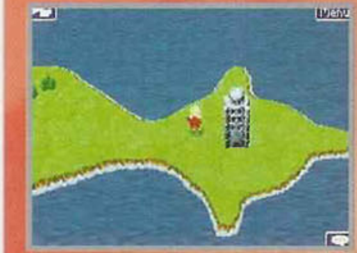

Echo Herbs
Spark Dagger
World Map
Wall Switch
Echo Herbs
Sonic Knuckles
Flame Mail
Echo Herbs
Salamand Sword
Zeus's Wrath
Bomb Fragment

ENCOUNTERS IN THE TOWER OF OWEN

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Far Darrig	177	14	98	360	25	17	None
Blood Bat	208	14	100	380	27	17	Wind
Petit Mage	196	13	101	380	23	17	None
Pugman	171	14	96	360	27	17	None
Aughisky	235	15	105	400	28	17	None

As soon as you feel confident about the party's chances of surviving in the tower, start searching for the tower to the east of Gulgan Gulch. If you've been cruising around the water in the Enterprise, head north to the tower, which is next to a swirling maelstrom in the water.

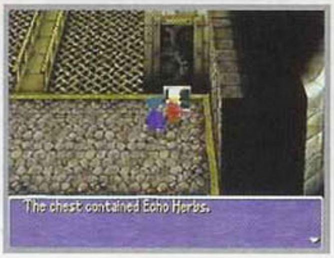
Once inside, head for the center of the first room. Cast Toad on the entire party and hop forward. After the scene shifts, cast Toad on the entire party again and advance until a mysterious voice booms out from above.



Refia
Toads!? I hate toads! Don't turn me into one!

Climb the stairs to the next level, go across the metal walkway, and pick up the **Echo Herbs** from the chest. Two levels ahead, the mysterious voice halts the party again. Grab the **Spark Dagger** from the chest before continuing the ascent.

The third time the voice calls out, backtrack to the short path that points north but leads nowhere. Zoom in, then interact with the sparkling spot to open the path to the south. Grab the **Echo Herbs** from the chest in the short path just past the stairs, then ascend the stairs.


The chest contained Echo Herbs.

Two flights up, head east from the landing to reach a pair of chests (**Echo Herbs** and **Bomb Fragment**) before going west to the stairs. Now head northeast and obtain the **Sonic Knuckles** before ascending the stairs. On this floor, grab the **Salamand Sword**, **Zeus's Wrath** and **Flame Mail** from the chests.

Luneth
That voice again! Show yourself! We'll show YOU who's lost!

Go up the stairs, but do not move forward to engage the boss until you heal the entire party and remove any lingering status effects from them. Note, however, that leaving silence on the melee-oriented jobs won't hurt a thing.

BOSS Medusa

HP	LV	GIL	EXP
3000	17	2600	1680

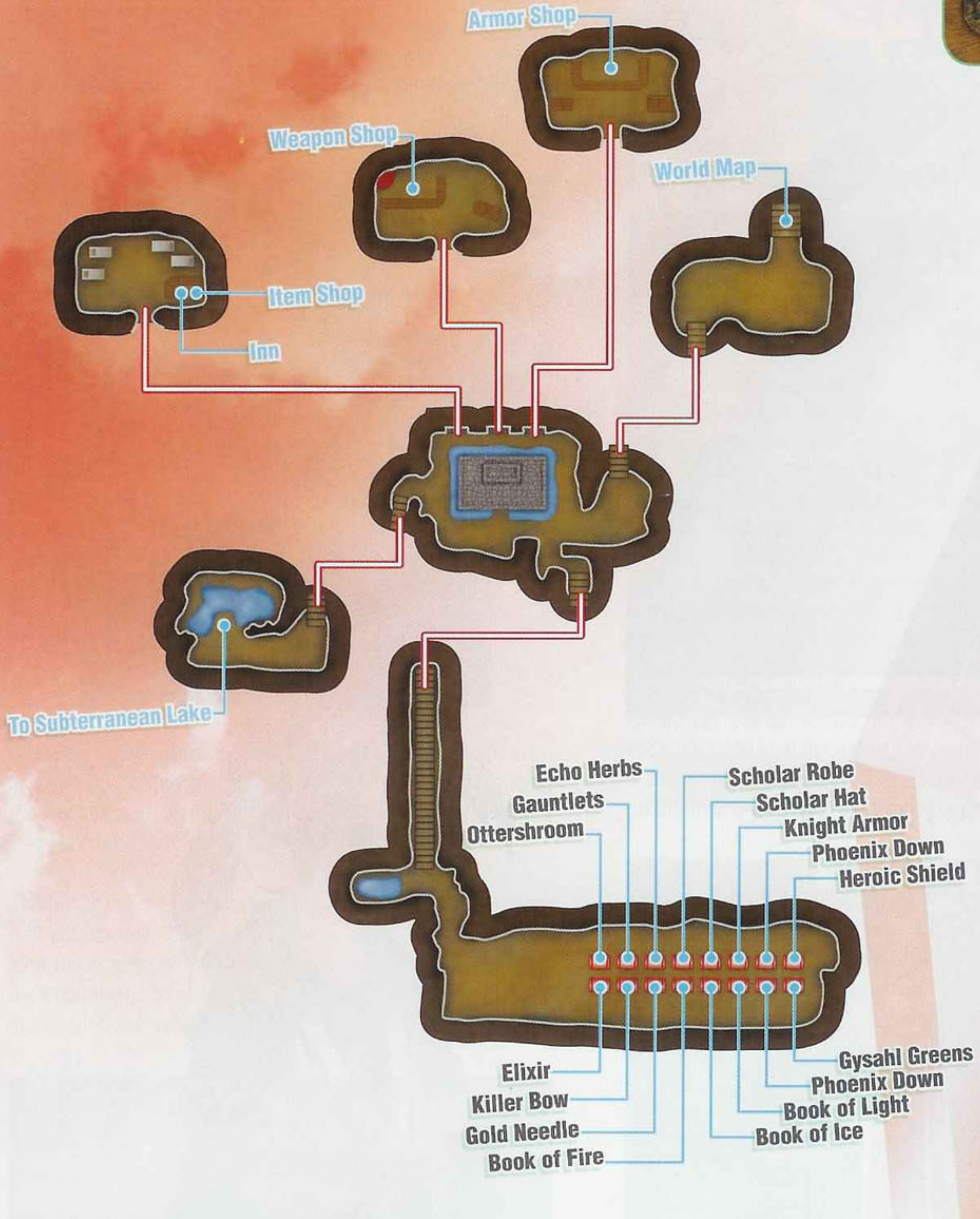
Medusa acts twice per round. She casts Fira, Blizzara, and Thundara, and her physical strikes may inflict petrification. If a character becomes petrified, use a Gold Needle to remove the status ailment.

During the first round, have the entire party use their most powerful option. This can include a big spell, a melee attack, or an attack item. After the first round, have at least one character cast Cure or Cura on the entire party. Medusa sometimes hits the entire party with her spells, so it's best to anticipate damage to multiple characters. For each round, continue to have three characters attack while one heals and Medusa should fall in short order.

Meanwhile, Back on the Enterprise

The party is expelled from the Tower of Owen back to the deck of the Enterprise, with their HP and MP fully restored. The maelstrom, which had been blocking the way to the outer sea, dissipates and clears the way to Dwarven Hollows. Travel through the newly opened straits, then sail west to an island with two cave openings. The opening to the south leads to Dwarven Hollows.

DWARVEN HOLLOWS


Armor Shop
Weapon Shop
World Map
Item Shop
Inn
To Subterranean Lake
Echo Herbs
Gauntlets
Ottershroom
Scholar Robe
Scholar Hat
Knight Armor
Phoenix Down
Heroic Shield
Elixir
Killer Bow
Gold Needle
Book of Fire
Gysahl Greens
Phoenix Down
Book of Light
Book of Ice

INN 80 gil

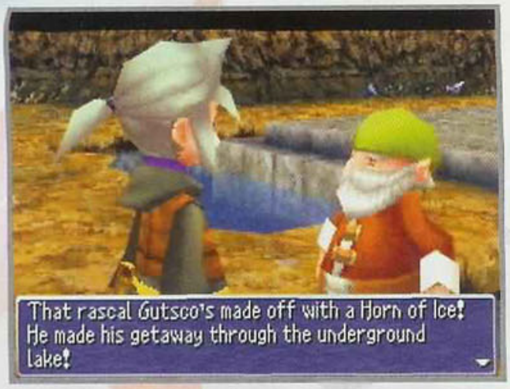
☒ **HP/MP WELLSPRING**

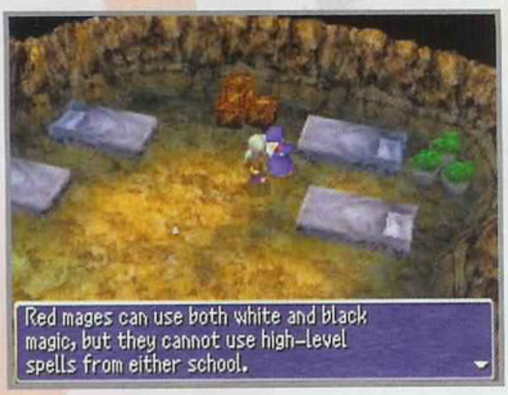
☒ **REVIVE WELLSPRING**

ENCOUNTERS AROUND DWARVEN HOLLOWS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Anet	268	14	100	400	25	19	Lightning
Mermaid	364	15	123	450	25	19	Lightning
Seahorse	278	14	119	450	25	19	Lightning
Sea Serpent	530	17	406	700	30	19	Lightning

Speak with the dwarves, in particular the dwarf standing in front of the shrine. Most of the dwarves mention that Gutsco took off with the Horn of Ice, but if you want more information about your current jobs, speak with the man in blue inside the Inn. Apparently, he's unfazed by the recent events!

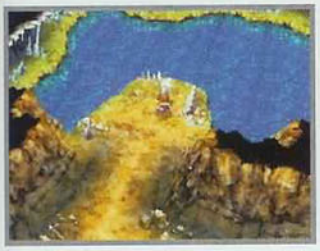

That rascal Gutsco's made off with a Horn of Ice! He made his getaway through the underground lake!

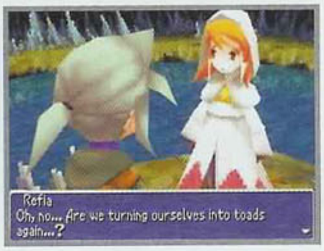

Red mages can use both white and black magic, but they cannot use high-level spells from either school.

FIRE WARD

Don't worry about visiting the cave to the north of the Dwarven Hollows just yet. There is a fire raging in the caverns, making it impossible to move past the first room.

Descend the west set of stairs, walk to the water's edge, and cast Toad before trying to enter the lake. After emerging from the other side, cast Toad again to bring everyone back to normal.




Refia
Oh, no... Are we turning ourselves into toads again...?

SHOPS

What to Buy in Dwarven Hollows

Purchases from this point forward depend more on the jobs used by your party. Buying weapons with a higher attack rating or armor with greater defense doesn't make sense if no one can use them. Ice Staff and Fire Staff are nice investments for Mages of any color, but especially for White Mages since both staves cast a black magic spell when used. Outside of this advice, buy what you can afford here (and at the Village of the Ancients) that is an upgrade, because there are few equipment upgrades to find in the dungeons for a while.

ARMOR SHOP

ITEM	COST	DEF.	NOTE
Ice Armor	2400 gil	20	N/A
Ice Helm	1200 gil	10	N/A
Ice Shield	1800 gil	6	Protects against some status ailments.
Mage Robe	2000 gil	13	N/A
Kenpo Gi	2000 gil	20	N/A

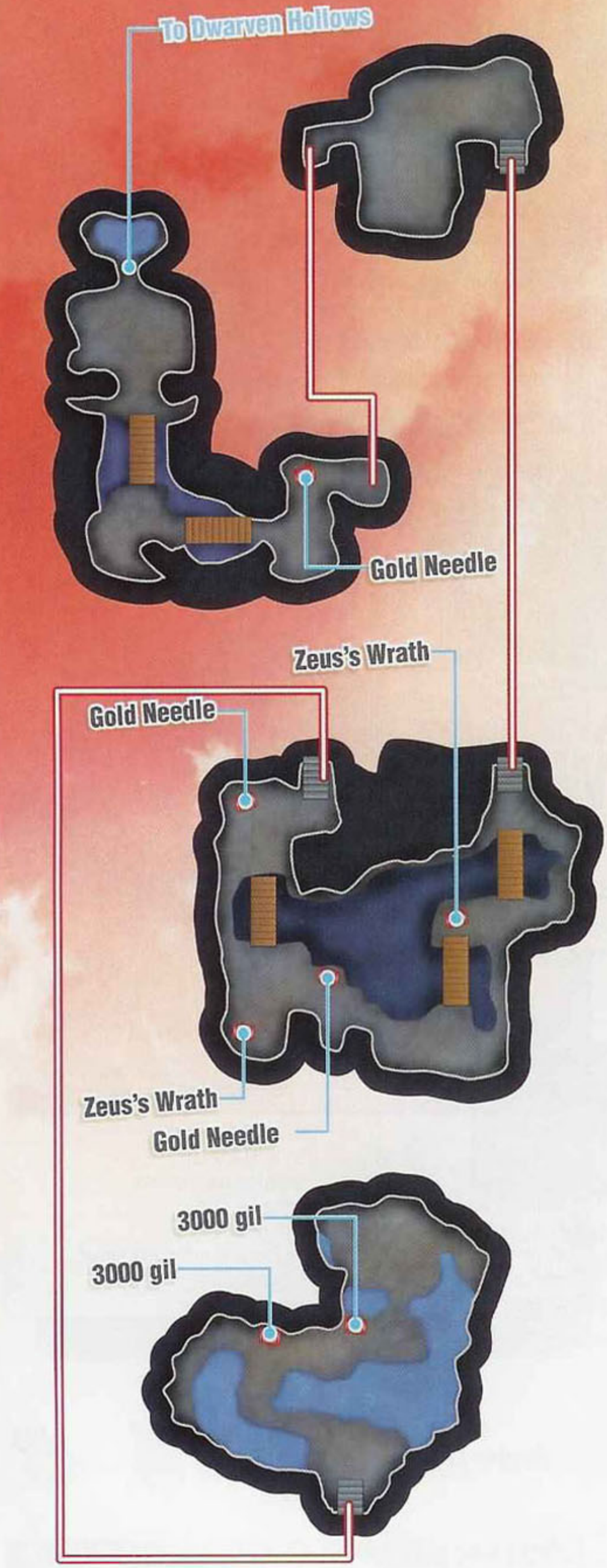
WEAPON SHOP

ITEM	COST	ATT.	NOTE
Tyrfing	2000 gil	28	N/A
Fire Staff	3500 gil	20	Casts Fire.
Ice Staff	3500 gil	20	Casts Blizzard.
Diamond Bell	4500 gil	42	N/A
Iron Arrow	8 gil	12	N/A
Holy Arrow	10 gil	8	Deals light damage.

ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

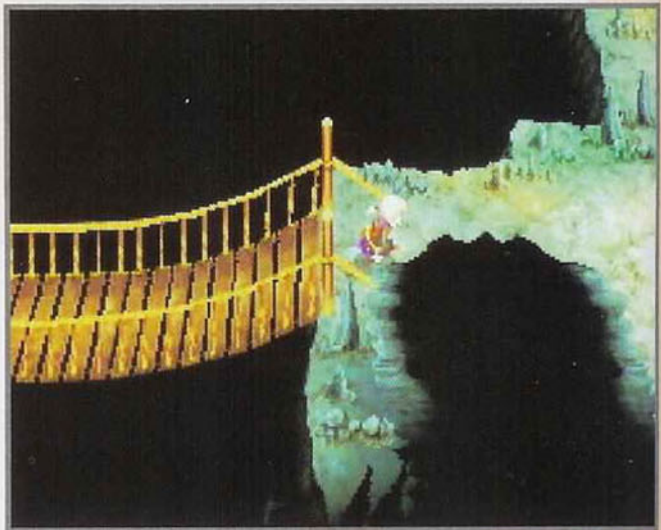
SUBTERRANEAN LAKE

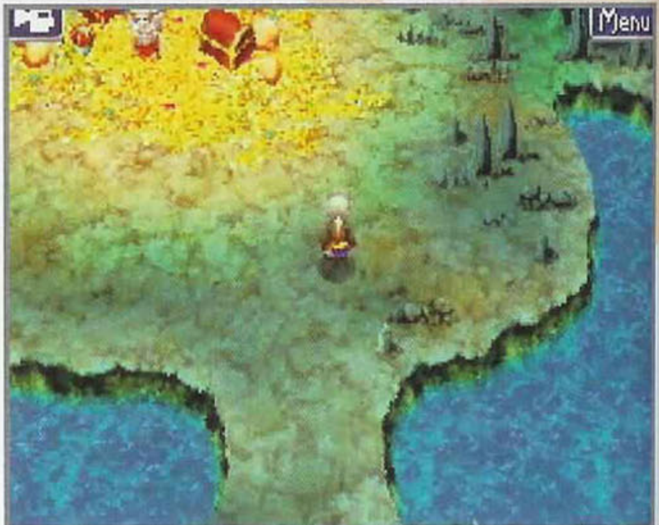

To Dwarven Hollows
Gold Needle
Zeus's Wrath
Gold Needle
Zeus's Wrath
Gold Needle
3000 gil
3000 gil

ENCOUNTERS IN SUBTERRANEAN LAKE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Bomb	315	16	110	400	31	19	Ice, Water
Manticore	375	17	112	400	32	19	None
Stalagmite	284	17	115	400	30	19	None
Sea Devil	339	17	116	450	31	19	Lightning
Merman	345	17	118	450	31	19	Lightning
Ruinous Wave	296	16	120	450	30	19	Lightning

Despite the dungeon-like appearance of the Subterranean Lake, there aren't any branches to worry about. There are seven chests, but the only items to collect are **Gold Needles** and **Zeus's Wraths**. Gutsco waits at the end of the path, sitting on an enormous pile of gold.





BOSS

Gutsco

HP 3500 **LV** 17 **GIL** 3500 **EXP** 2304

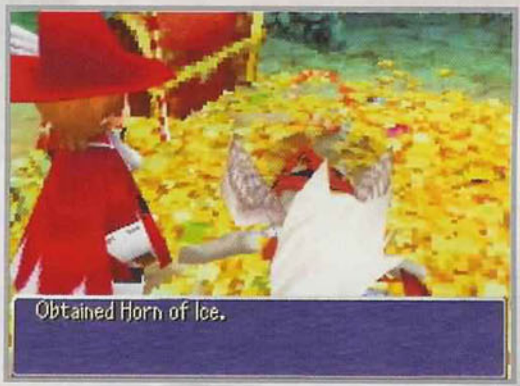
Gutsco acts twice per turn and uses Mini and Cure during the battle. Remove Mini as quickly as possible, otherwise a single melee attack could drop a character afflicted with it.

Hammer away on Gutsco with powerful spells and melee attacks. Other than Mini and Cure, he doesn't have any other skills to worry about. Heal as necessary, but concentrate more on removing Mini from your party members.

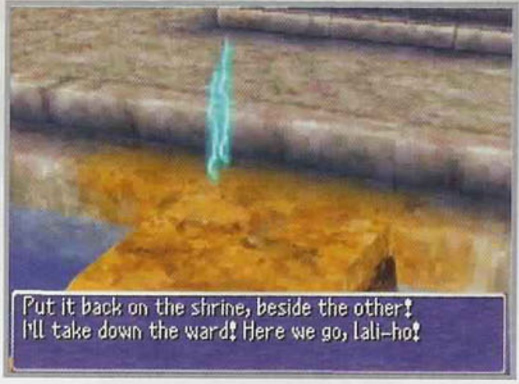
QUICK RETURN

If you acquired Teleport at any time, use it now to quickly return to the surface. The party's HP and MP were restored after the Gutsco fight, so take advantage of this opportunity to gain some experience. Note that you can use Teleport at any time, except boss battles.

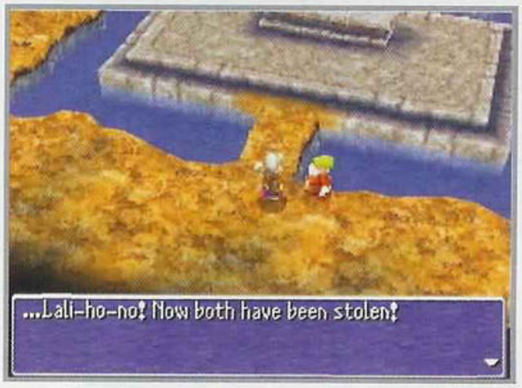
After defeating Gutsco, Arc picks up the **Horn of Ice**. A mysterious shadow also appears and starts following the party. You can't do anything about the shadow, so return to Dwarven Hollows and speak to the dwarf in front of the shrine. Place the Horn of Ice on the shrine and watch out!



Obtained Horn of Ice.

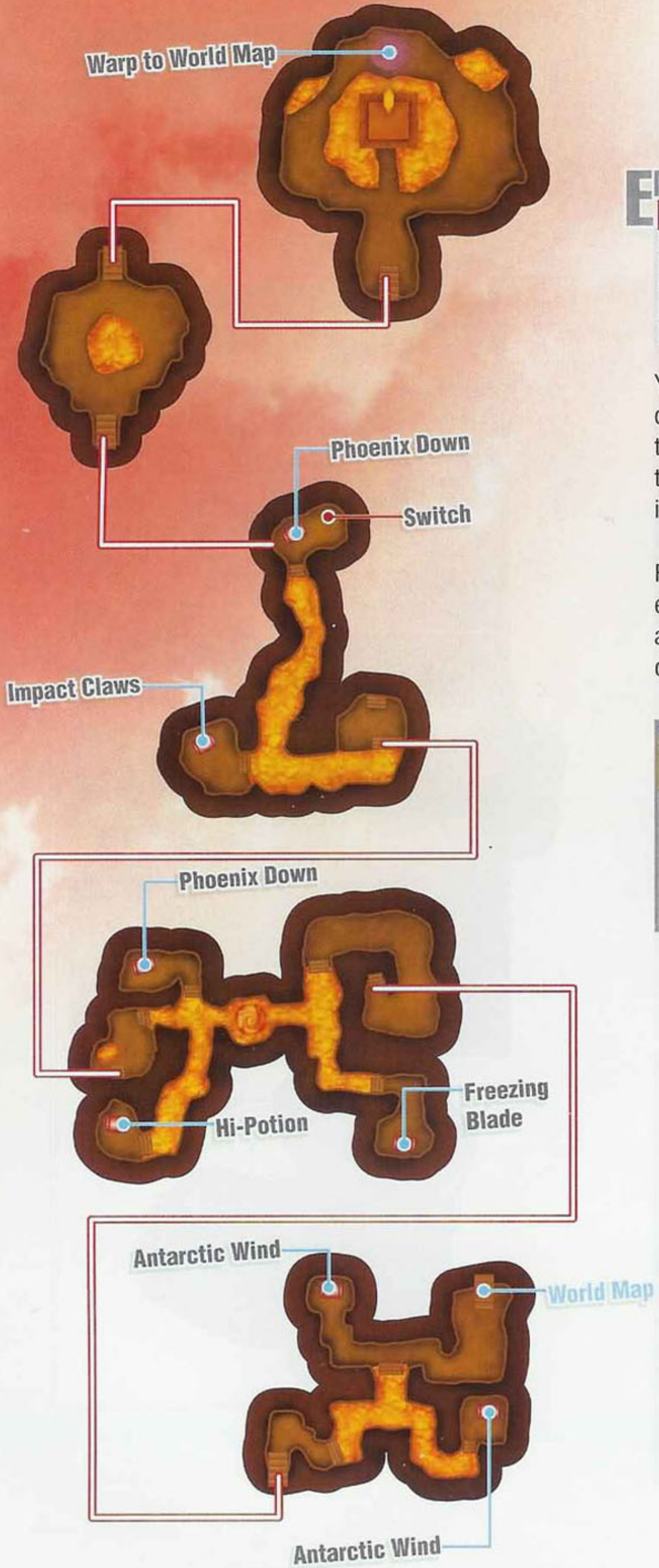


Put it back on the shrine, beside the other!
I'll take down the ward! Here we go, Lali-ho!



...Lali-ho-no! Now both have been stolen!

MOLTEN CAVE


Warp to World Map
Phoenix Down
Switch
Impact Claws
Phoenix Down
Freezing Blade
Hi-Potion
Antarctic Wind
World Map
Antarctic Wind

ENCOUNTERS IN MOLTEN CAVE

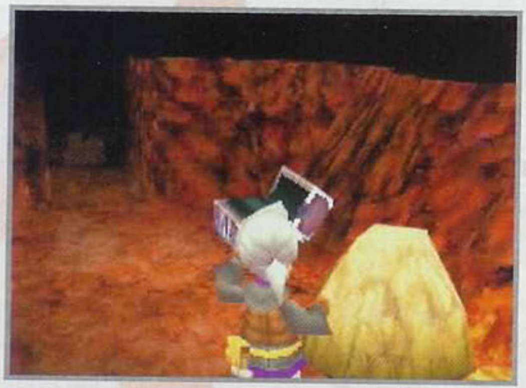
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Balloon	386	18	125	450	33	19	Ice, Water
Myrmecoleon	494	19	130	500	35	19	None
Crocotta	500	19	135	500	35	19	Ice, Water
Adamantoise	800	21	270	700	40	19	Ice, Water
Red Marshmallow	510	18	140	500	34	19	Ice, Water

You know things won't be easy when even the floor inflicts damage! Unlike the convenient Subterranean Lake, most of the items found in the chests here require detours through the lava flow. While the party is in the lava, the screen flashes intermittently to indicate that everyone is taking damage.

Follow the maps to the chests. The **Freezing Blade** is incredibly effective against the monsters in the Molten Cave, so pick it up as quickly as possible. The **Antarctic Wind** comes in handy during the boss encounter. Don't skip those chests!

The chest contained Freezing Blade.

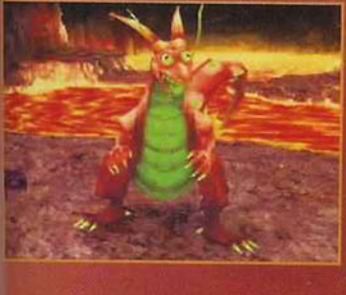
Check the party's health after any trips through the lava and don't get distracted while the party is standing in the lava! Everyone continues to take damage as long as the party remains submerged; movement does not cause the damage. When you reach what appears to be a dead end, zoom in on the rock, then interact with it to reveal the passage to another encounter with Gutsco the Rogue!



BOSS

Salamander

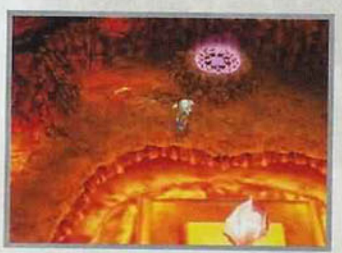
HP	LV	GIL	EXP
5700	19	3700	2744

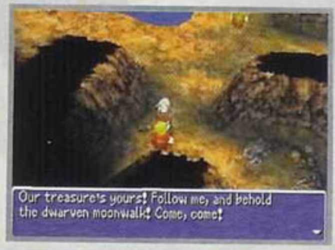


Salamander acts twice in each round of combat, but sticks with physical attacks early in the battle. Eventually, Salamander starts to mix in Fire Breath, which hits everyone in the party at the same time..

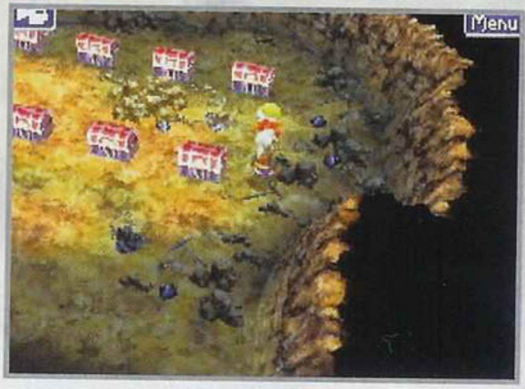
Like most of the enemies encountered in the Molten Cave, Salamander is vulnerable to ice-based spells and items.

Return with both Horns of Ice to Dwarven Hollows to gain access to a handful of new jobs: Ranger, Geomancer, Knight, and Scholar. You can use a rune on the floor in the back of the room as a shortcut to the surface. Speak with all the dwarves again and reap the rewards of your hard work! The full listing of items is found with the Dwarven Hollows maps earlier in this walkthrough.





Our treasure's yours! Follow me, and behold the dwarven moonwalk! Come, come!

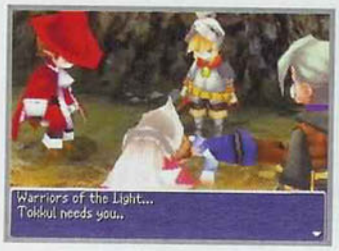


Return to Tokkul

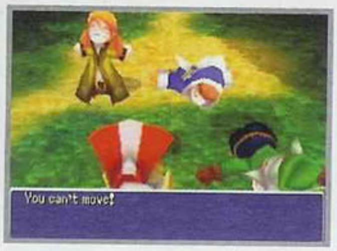
MORE MINI

Before departing for Tokkul, switch one character to a job that enables him or her to cast Mini. Use of the spell is required again soon.

It's time to help the citizens of Tokkul! An exhausted man finds the Warriors of the Light and asks for their help. Head back to Tokkul and enter the village. At least, try to enter the village!



Warriors of the Light...
Tokkul needs you..



You can't move!

Crystal of Water

OBJECTIVES

1 Escape Hein's Castle.

2 Tour Castle Argus.

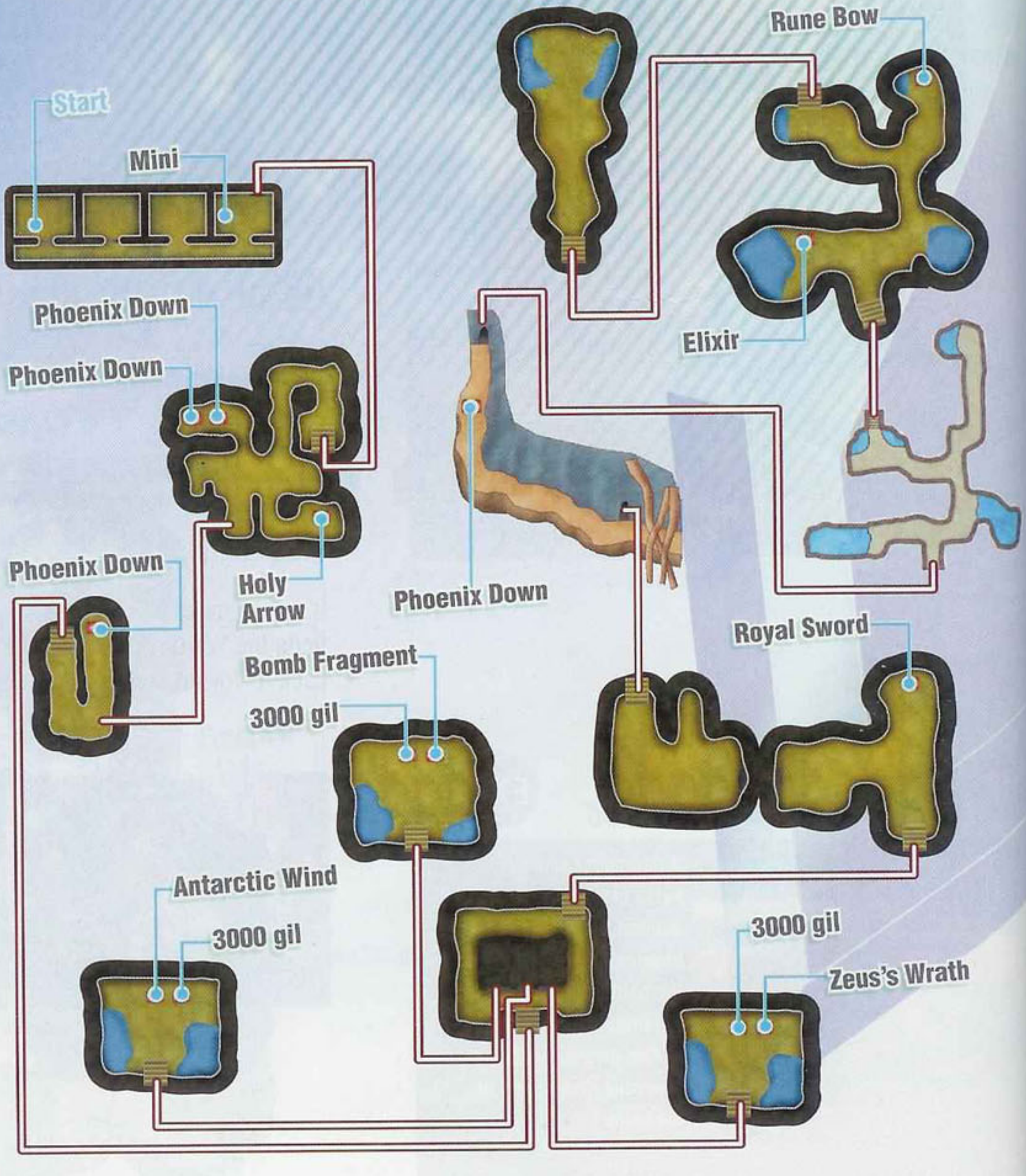
3 Visit Cid in Canaan to upgrade the Enterprise.

4 Stop at Gysahl Village before flying off the edge of the world.

5 Restore Aria's health.

6 Defeat the Kraken and add another set of jobs.

HEIN'S CASTLE

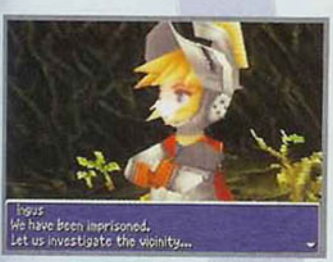

Start
Mini
Rune Bow
Phoenix Down
Phoenix Down
Elixir
Phoenix Down
Holy Arrow
Phoenix Down
Royal Sword
Bomb Fragment
3000 gil
Antarctic Wind
3000 gil
3000 gil
Zeus's Wrath

INN None
✓ **HP/MP WELLSPRING**
✓ **REVIVE WELLSPRING**

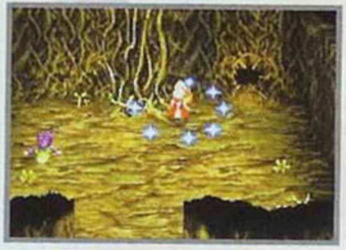
ENCOUNTERS IN HEIN'S CASTLE

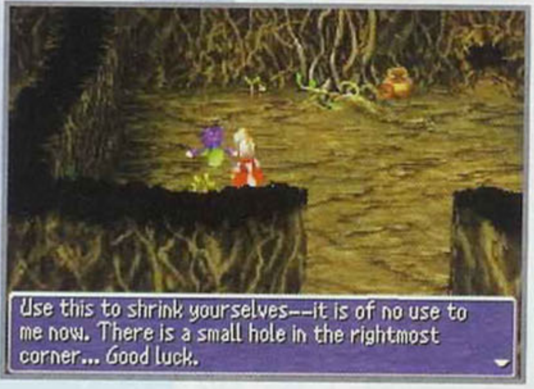
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Pharaoh	580	20	145	600	41	19	Light
Lemur	752	19	150	600	38	19	Light
Lamia	850	23	310	840	44	19	None
Demon	742	23	316	1008	45	19	Light
Dullahan	1000	23	320	1008	48	19	None

Now special guests of Hein, the party wakes up in his castle dungeon. While here, locate the pot in the last cell to the east to restore HP/MP. Make it your first stop if any characters are low on health. The prone soldier near the pot hands over **Mini** before fading away.



Ingus
We have been imprisoned.
Let us investigate the vicinity...

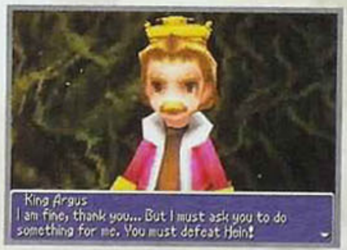




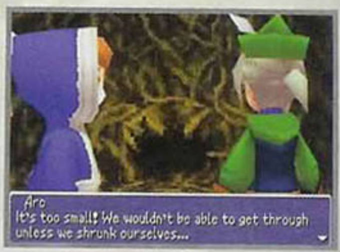
Use this to shrink yourselves--it is of no use to me now. There is a small hole in the rightmost corner... Good luck.

Speak with the other captives, including King Argus. After speaking with the soldier in purple inside the cell with no bars, he turns into a demon that you must defeat. After making the rounds, go to the easternmost cell and examine the corner. Cast Mini on everyone and step through the hole.

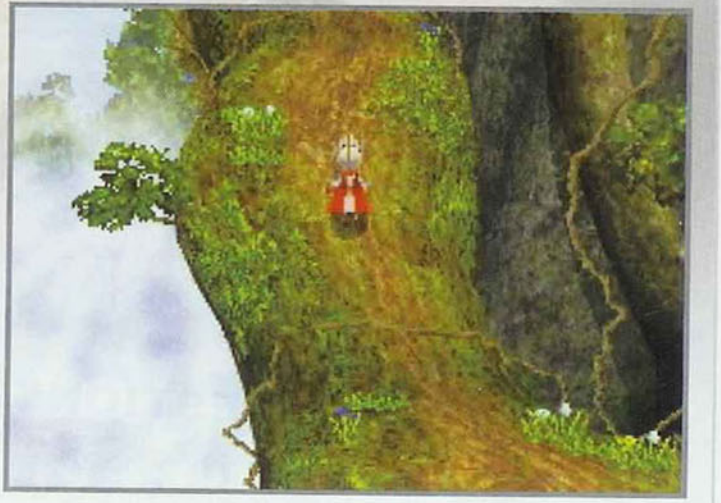
Remove Mini and start the long trek to the top floor. Many of the first chests contain **Phoenix Downs**, so don't skip over any of them. The **Royal Sword** and **Rune Bow** found later are powerful weapons and should help in the upcoming boss fight. The boss fight is imminent when the group runs along a tree branch that extends outdoors.



King Argus
I am fine, thank you... But I must ask you to do something for me. You must defeat Hein!



Aro
It's too small! We wouldn't be able to get through unless we shrunk ourselves...

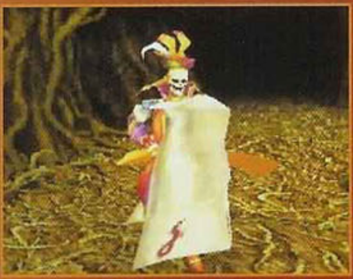


All right, then! It's time to get to work! I'll turn your Enterprise into a brand new airship!

BOSS

Hein

HP	LV	GIL	EXP
4500	22	4300	3465



Hein acts twice per round and uses the magic spells Blizzara, Thundara, Poison and Sleep. He also uses Barrier Shift that changes his weakness and resistance.

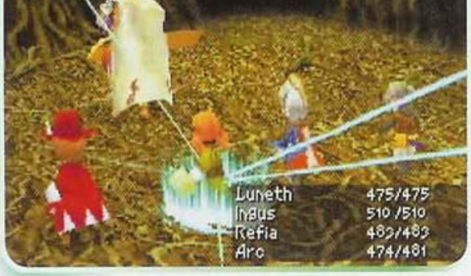
Use magic to deal the most damage to Hein. Hitting him with the right magic type removes a large portion of his HP. Note that it may take two characters to keep up the party's healing, depending on how hard Hein strikes. If you don't need to use two characters to heal in a round, use an attack item to help bring down Hein faster.

JOB SUGGESTIONS

If you find it difficult to defeat Hein, consider adding the following jobs to your party mix. In addition to what is mentioned here, both classes have access to Cure and can help with healing when necessary.

Set one character as a Knight and equip a shield. Hein's melee attacks can knock out characters wearing lighter armor in one round of combat. Knights can throw themselves in front of such attacks, as they are better equipped to handle the damage.

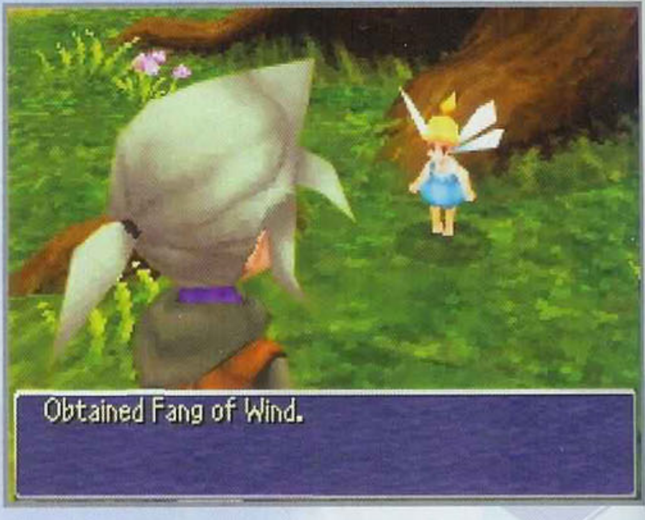
The other job to add is Scholar. When Hein uses Barrier Shift, have the Scholar use Study to discover his new weakness.



Study

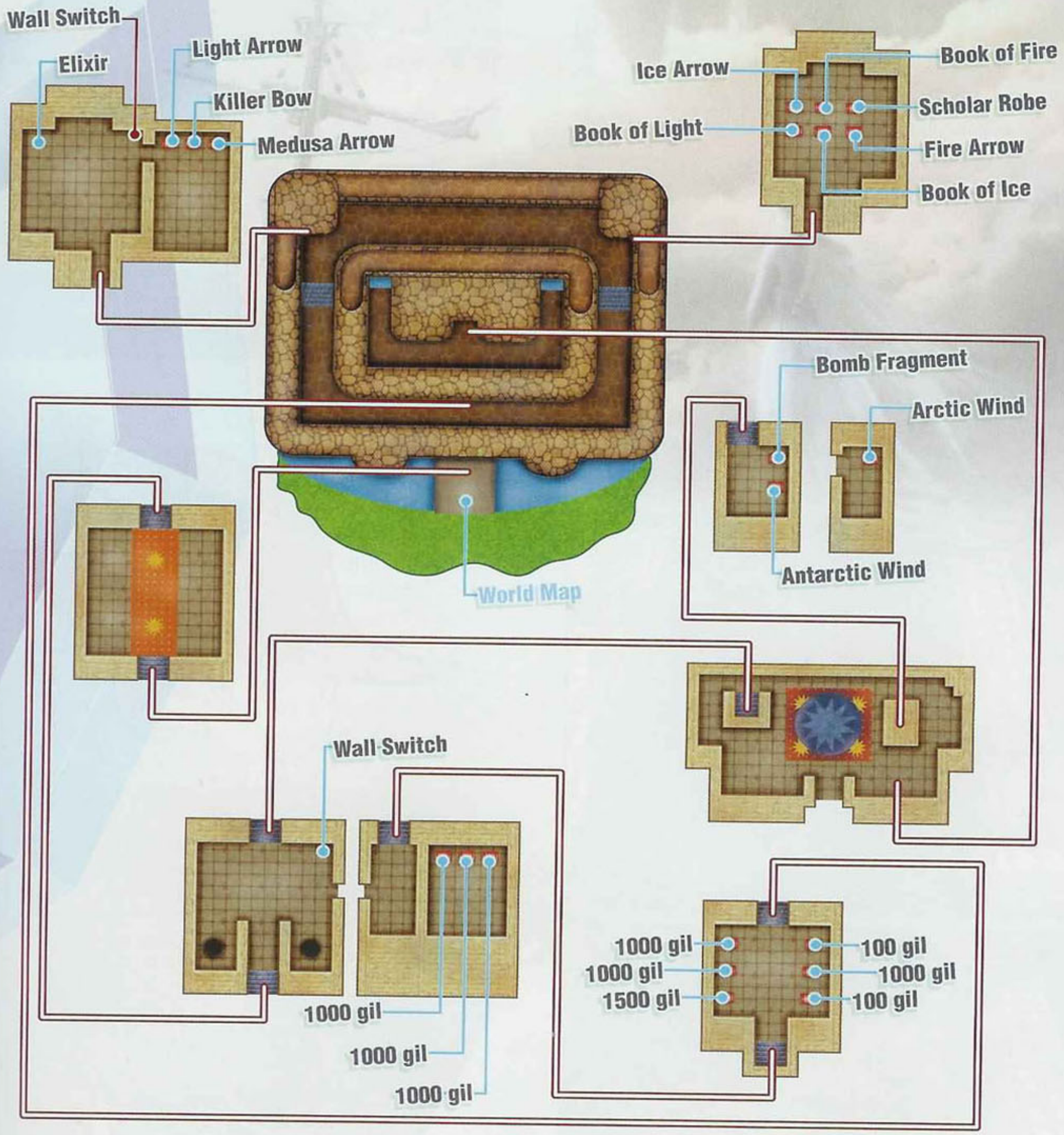
Luneth 475/475
Ingus 510/510
Refia 483/483
Arc 474/481

Once Hein falls, the party is automatically transported to Living Woods and is presented with the Fang of Wind.



Obtained Fang of Wind.

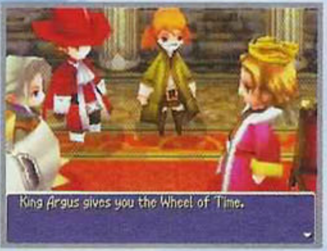
CASTLE ARGUS


Wall Switch
Elixir
Light Arrow
Killer Bow
Medusa Arrow
Ice Arrow
Book of Fire
Scholar Robe
Book of Light
Fire Arrow
Book of Ice
Bomb Fragment
Arctic Wind
Antarctic Wind
World Map
Wall Switch
1000 gil
1000 gil
1000 gil
1000 gil
100 gil
1000 gil
1000 gil
1500 gil
100 gil

INN None ✓ **HP/MP WELLSPRING** ✓ **REVIVE WELLSPRING**

Visit the populated Castle Argus and find the King at a table with his council. Speak with the King and he hands over the **Wheel of Time** along with instructions to deliver it to Cid in Canaan.

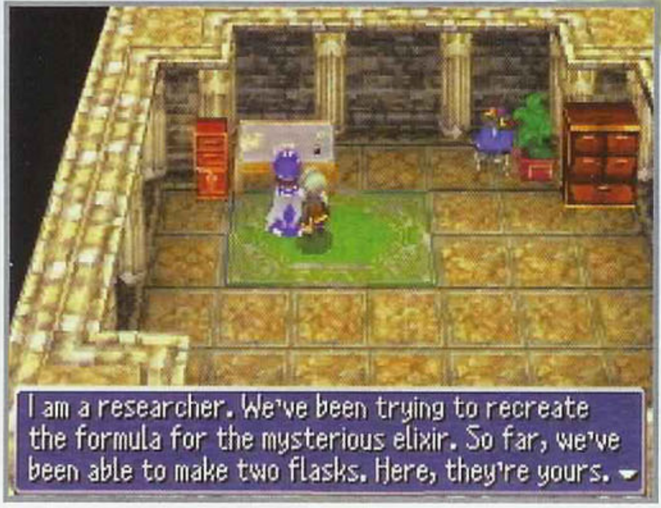
Use the hidden staircase in the west side of the King's room to reach chests holding a **Bomb Fragment** and **Antarctic Wind**, then use the hidden tunnel between the chests to find an **Arctic Wind**. Go down one floor from the King's room and interact with the rightmost candleholder to unlock a passage that leads to multiple chests filled with gil. This passage also leads to the castle's towers.



King Argus gives you the Wheel of Time.

Put a Thief in the party's first spot to unlock the doors to the towers. The east tower has **Book of Light**, **Book of Fire**, **Ice Arrow**, **Scholar Robe**, **Book of Ice**, and **Fire Arrow.**

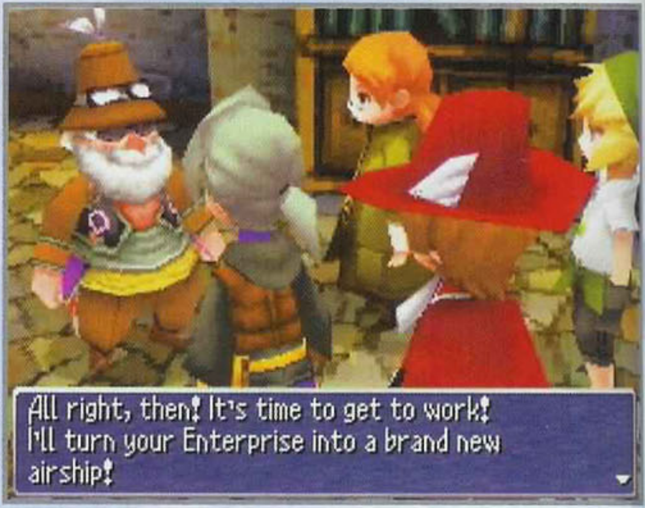
In the west tower, speak with the researcher at his desk (he won't appear until you defeat Hein) to obtain two **Elixirs**. Interact with the cabinet to access the chests in the next rooms.



I am a researcher. We've been trying to recreate the formula for the mysterious elixir. So far, we've been able to make two flasks. Here, they're yours.

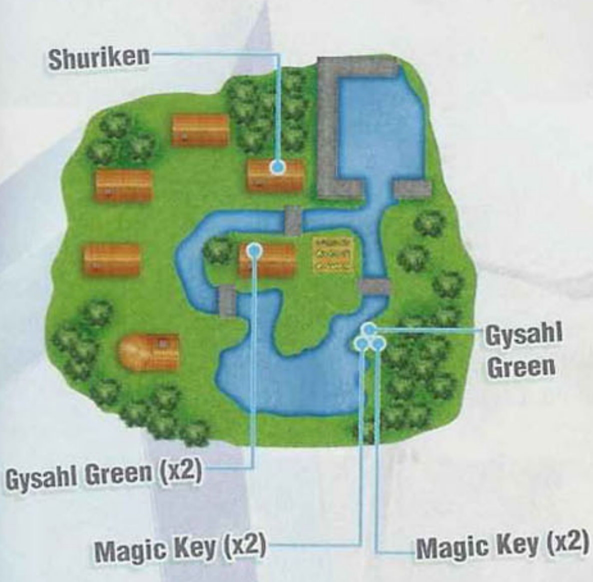
Cid in Canaan

Visit Cid in Canaan and hand over the Wheel of Time. Cid modifies the Enterprise, thus enabling it to take flight. After one final stop on the floating continent, it's time to visit a brand new world!



All right, then! It's time to get to work! I'll turn your Enterprise into a brand new airship!

VILLAGE OF GYSAHL



INN 120 gil ✗ **HP/MP WELLSPRING** ✗ **REVIVE WELLSPRING**

Chat with the locals, especially the one hidden inside a passage in the west wall of the Inn. Speak with him to learn about the enemies defeated and other achievements.

Locate the Chocobo barn and check the pots in the back to pick up the **Gysahl Greens**. Finally, go behind the counter of the man who sells Magic Keys to find a **Shuriken**. Now all that's left is to fly over the edge of the world!

SHOPS

What to Buy in the Village of Gysahl

Magic Keys! There are times when you may not want to change jobs to add a Thief to the party, and these keys are relatively cheap especially when you purchase more than a few at once. Buy the level 4 spells that aren't known yet (you should probably already have Toad and Mini in a character's spellbook). If you plan to stockpile items, then purchase some Gysahl Greens.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Toad	1000 gil	White	2	Inflicts toad or removes toad.
Mini	1000 gil	White	2	Shrinks and unshrinks target.
Break	3000 gil	Black	4	Inflicts petrification.
Shade	3000 gil	Black	4	Inflicts paralysis.
Libra	3000 gil	White	4	Displays weak points.
Confuse	3000 gil	White	4	Inflicts confusion.
Silence	3000 gil	White	4	Inflicts silence.

INN ITEM SHOP

ITEM	COST	EFFECT
Magic Key	100 gil	Opens locked doors.

INN ITEM SHOP

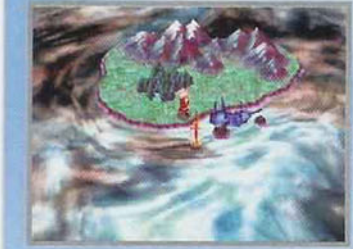
ITEM	COST	EFFECT
Gysahl Greens	150 gil	It could be used to attract something…

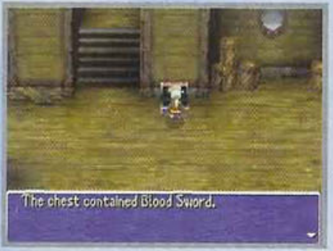
WRECKED SHIP AND TEMPLE OF WATER

INN None ✓ **HP/MP WELLSPRING** ✓ **REVIVE WELLSPRING**

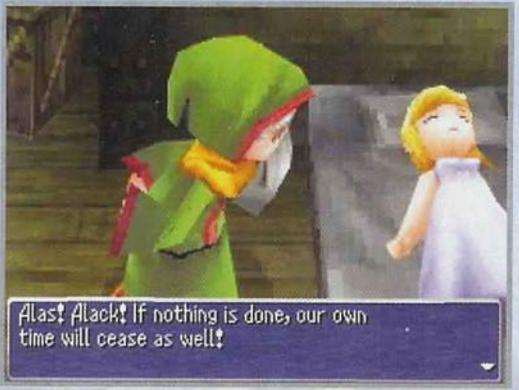
There aren't many places to land, so pick the small land mass to the north. Enter the Wrecked Ship and head below deck. Grab the items inside the two chests (**Blood Sword**, **Zeus's Wrath**), then speak with the old man.

When prompted, give Aria a Potion (or Hi-Potion) to revive her. After doing so, she joins the party as a sub-character and urges you to go to the Temple of Water. With Aria in the party, run directly north through all the rooms until you reach the **Crystal Shard**.

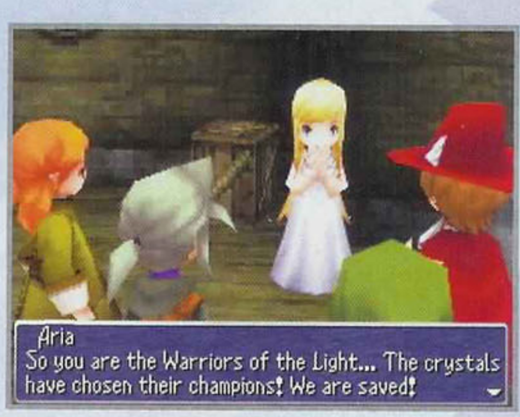




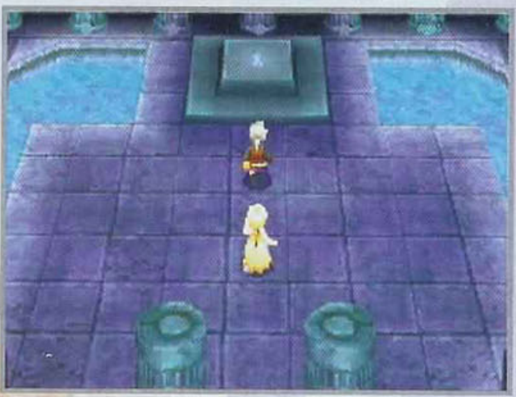
The chest contained Blood Sword.



Alas! Alack! If nothing is done, our own time will cease as well!

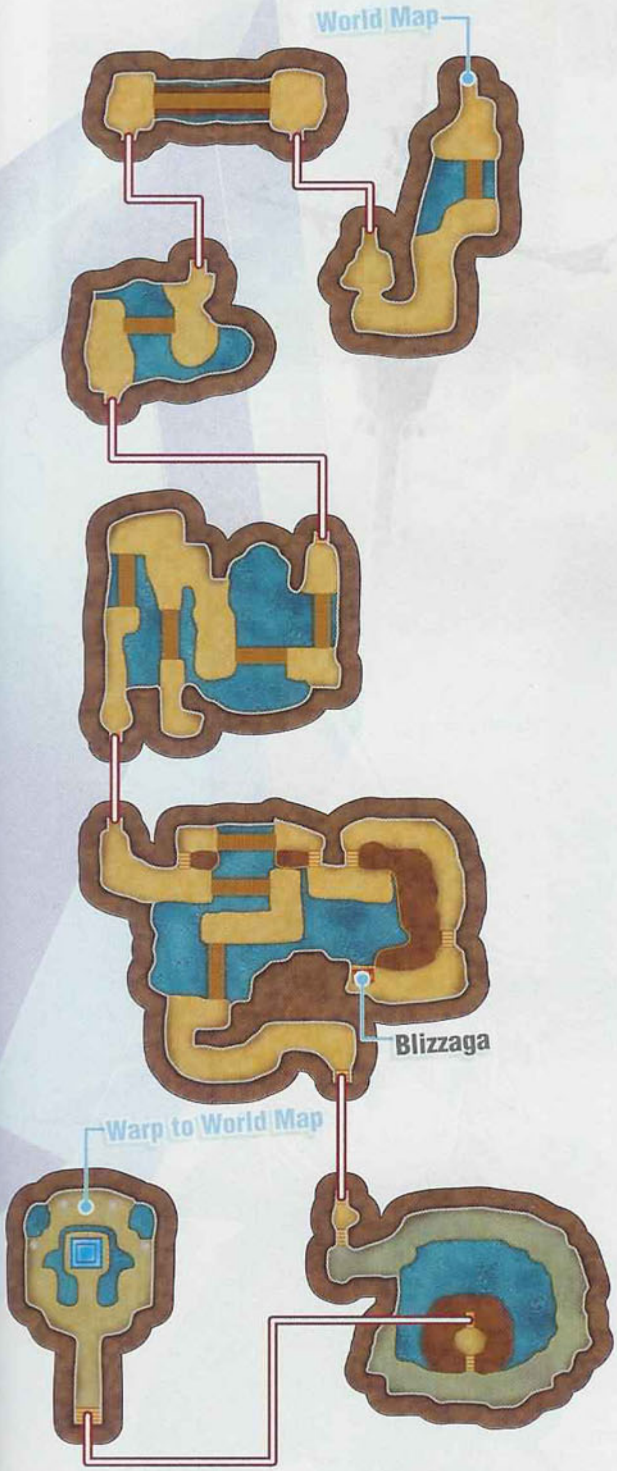


Aria
So you are the Warriors of the Light... The crystals have chosen their champions! We are saved!



eth
oa! What? When? How?

CAVE OF TIDES



ENCOUNTERS IN THE CAVE OF TIDES

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Cockatrice	890	20	185	800	44	19	None
Poison Toad	800	19	190	900	40	19	Lightning
Twin Heads	910	19	195	900	42	19	None
Roper	815	20	200	900	43	19	Lightning
Agaliarept	930	21	210	1000	45	19	Lightning

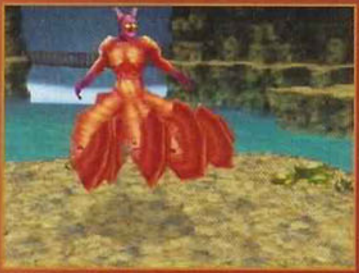
This is a long run through a monster-filled maze with a single chest to plunder. The destination is an encounter with the powerful Kraken. Everyone in the party should be *at least* the same level (24) as the Kraken before trying to tackle it. Additionally, the more lightning-based attacks and spells you can throw at it, the better.

Aria
...This is the Sealed Portal.

BOSS

Kraken

HP 8000 **LV** 24 **GIL** 5500 **EXP** 4280



The Kraken acts twice per round and uses the spells Blind and Blizzara. This boss's attacks sometimes inflict Blind. While Kraken isn't as versatile as a few of the previous bosses, he does hit hard enough to knock out any character who has less than 400 HP in one round.

The key to this boss is hitting it with lightning-based spells and attack items. Keep all the casters in the back row (even Red Mages wearing better armor) to minimize the melee attack damage. Don't worry about removing Blind, since it doesn't impact magic. Heal when necessary (which is likely every round) and keep hitting Kraken with lightning spells until it drops.

After defeating the Kraken, the party wakes up in a new village with the following new jobs available: **Dragoon**, **Dark Knight**, **Viking**, and **Evoker**. There's also a whole new world to explore!

Luneth
...Whoa! What? When? How?

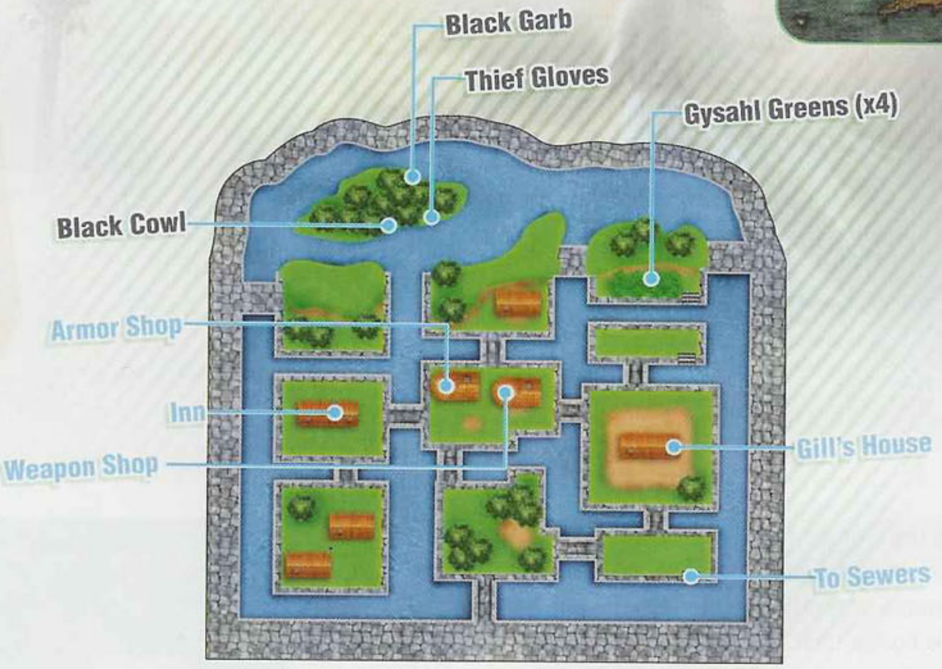
CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

Crystal of Earth

OBJECTIVES

1. Obtain the Levigrass Shoes in Amur's Sewers.
2. Defeat Goldor in his manor and obtain the Chain Key.
3. Locate Prince Alus in Saronia and free the kingdom from Garuda.
4. Obtain the Nautilus and use its powerful engine to reach Doga's Manor.
5. Awaken Unei after exploring the Cave of the Circle, Temple of Time and Unei's Shrine.
6. Lead Unei to Ancient Ruins to uncover the mighty airship, the Invincible.
7. Defeat Hecatocheir in Cave of Shadows to earn the Fang of Earth.
8. Retrieve two keys from Doga and Unei to unlock the Crystal Tower.
9. Battle Titan to unlock the last set of jobs, revealing the path to the World of Darkness.

AMUR



INN 200 gil | ✗ **HP/MP WELLSPRING** | ✓ **REVIVE WELLSPRING**

ENCOUNTERS AROUND AMUR

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Frost Fly	1200	28	430	1920	54	23	Fire, Wind
Black Flan	880	22	260	1100	44	20	Fire
Hellgaroo	888	22	270	1250	44	20	None
Vulcan	2200	26	560	1750	50	20	Ice, Water
Dracrocotta	1050	23	290	1250	44	20	Ice
Magician	1040	23	300	1400	43	20	None

SHOPS

What to Buy in Amur

Pick up items that benefit your favored melee jobs. With four new jobs to consider (three of which have a melee focus), try them out in random encounters. See which melee jobs—the ones you've had for a while and the new jobs—work best and buy equipment to outfit them.

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Viking Helm	5500 gil	19	N/A
Viking Mail	8000 gil	36	N/A
Heroic Shield	3500 gil	9	Protects against certain status ailments.
Thief Gloves	2500 gil	11	N/A
Black Garb	5000 gil	30	N/A
Black Cowl	4000 gil	15	N/A
Black Belt Gi	6000 gil	33	N/A
Chakra Band	4500 gil	17	N/A

ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Echo Herbs	100 gil	Removes silence.
Gysahl Greens	150 gil	It could be used to attract something...
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Battleaxe	7400 gil	65	N/A
Main Gauche	7000 gil	35	N/A
Thunder Spear	8000 gil	45	Deals lightning damage.
Selene Bow	16000 gil	63	N/A
Boomerang	9000 gil	40	N/A
Iron Arrow	8 gil	12	N/A
Holy Arrow	10 gil	8	Deals light damage.
Madhura Harp	10000 gil	60	N/A

Speak with the woman near the entrance to the village to get an introduction to the four confused old men. After speaking with the people around town, it's time to talk with Gill, who lives in the house near the center of the village (the island just east of the weapon shop). He opens the gates to the sewers.

Before dropping down into the sewer system underneath the city, follow the waterways around the village and do some scouting. Locate the garden directly behind the once-locked gates to find four **Gysahl Greens** ready for harvesting. Head west, then north from that island, and proceed up a slight incline to another island. Search everywhere until you pick up a **Black Garb**, **Thief Gloves**, and **Black Cowl**. Now it's time to venture into the sewers.

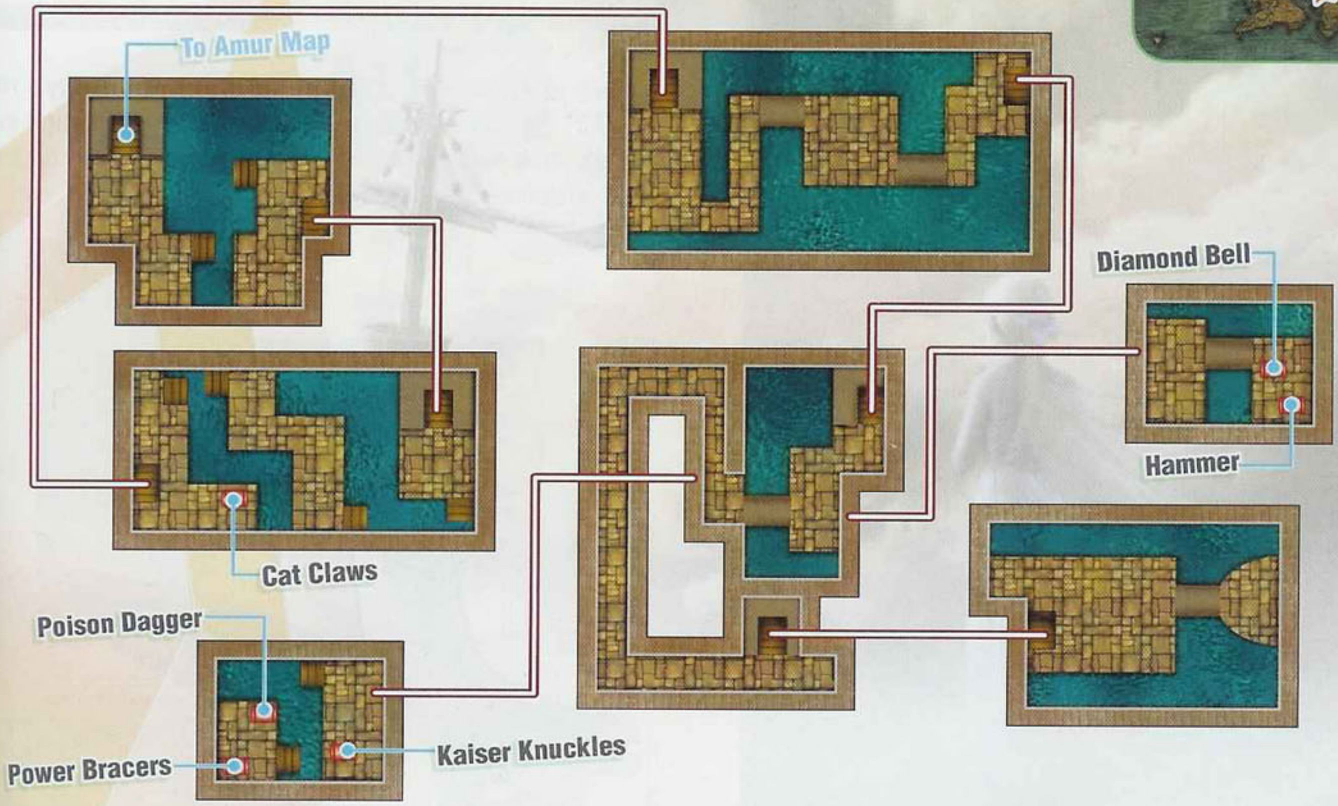
Those four old-timers think they've been chosen to be the warriors of legend!

You find Thief Gloves.

Gill
I'll show you the way into the sewers myself! Follow me!

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

SEWERS



ENCOUNTERS IN THE SEWERS

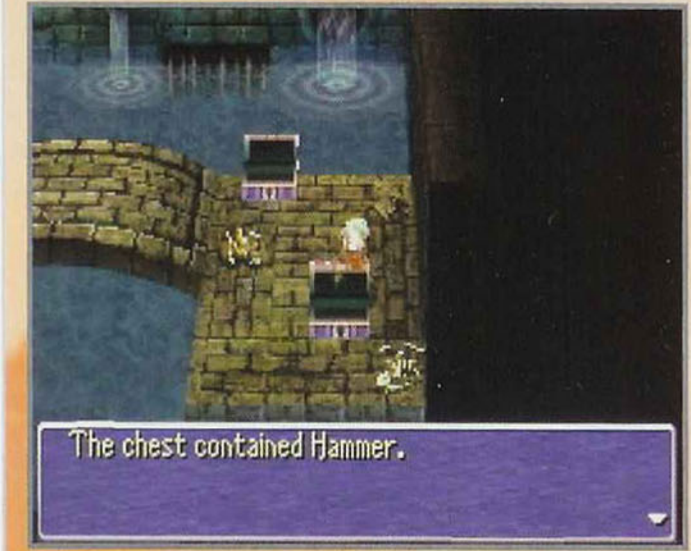
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Darklegs	940	22	220	1000	41	20	Fire
Gigantoad	838	20	230	1000	41	20	Lightning
Twin Liger	960	22	240	1100	43	20	None
Stroper	1100	21	250	1100	41	20	Lightning

There aren't many offshoots from the main path through the sewers, but there are six chests to loot along the way. About halfway through the third level, the party will encounter four Gigantoads that have cornered the old men from the village. Hit the Gigantoads with a mix of melee and lightning spells to quickly dispose of them. Don't forget to speak with the old men while they rest, as it is required to discover a secret dungeon! Remember to check your mailbox and start to mail these men.

The chest contained Cat Claws.

So I guess that means you four are the warriors from the legend.

The next level down has two slightly hidden stairways that lead to a few chests with great gear for Monks, along with a **Diamond Bell** and **Hammer**. You will encounter Delilah on the next floor down, who will eventually hand over **Levigrass Shoes**.


The chest contained Hammer.

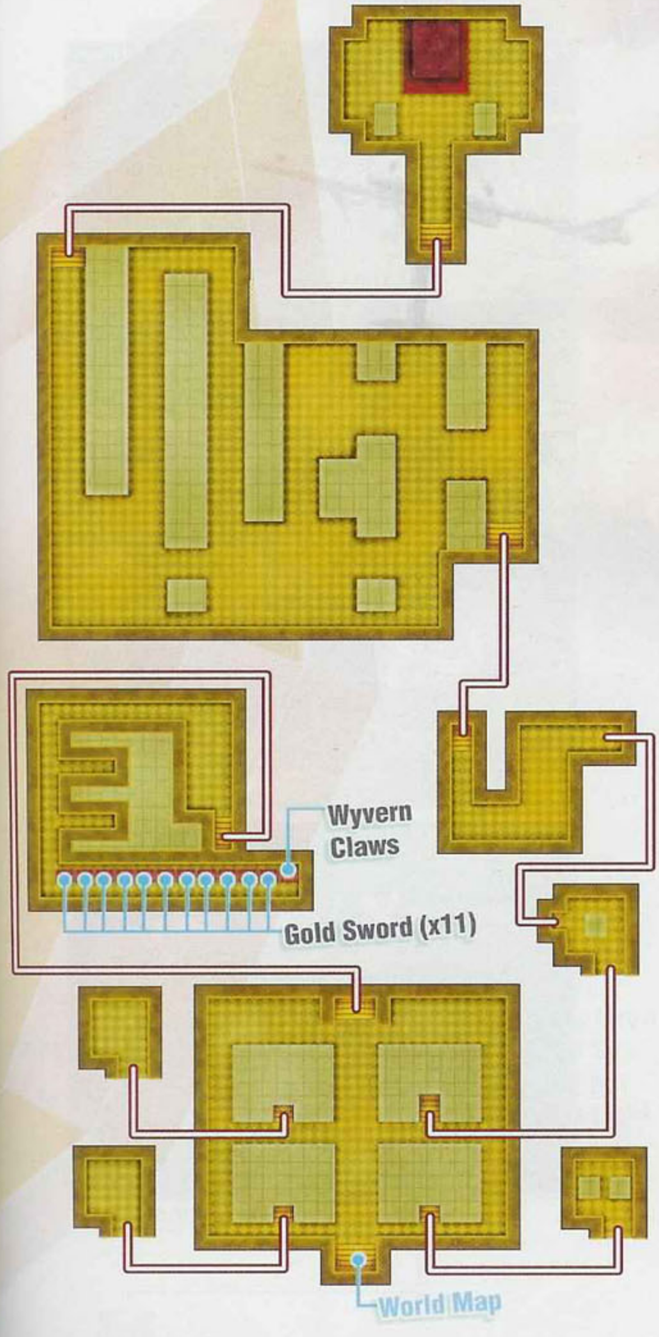
NO MAGIC?

The lack of upgrades from the armor and weapon shops, along with the absence of a magic shop, provide subtle clues as to the method required to handle the upcoming boss battle in Goldor Manor.

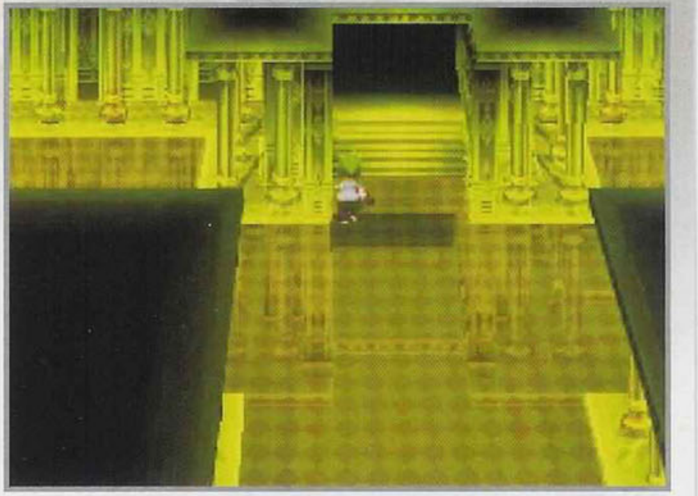
Return to Amur, stay at the Inn to restore the party's HP and MP, then travel south to the desert. Go east through the desert, then angle north toward the house located on the map. Welcome to Goldor Manor!

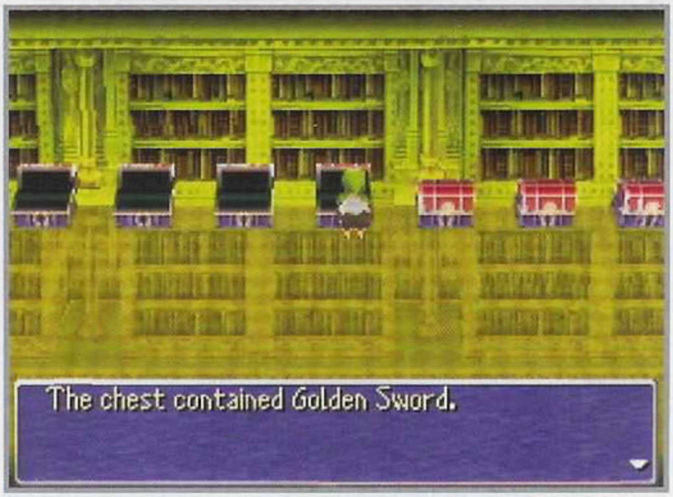
CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

GOLDOR MANOR



From the entrance, go directly north to the second hallway, then unlock the door to the east. Go back to the main hallway and continue north to access the next area. On the next floor, go north, then west and all the way south, ignoring the side hallways. Follow the final hallway east to a row of chests and loot the **Wyvern Claws** and the multiple **Gold Swords** inside the chests. It's probably best to just sell the Gold Swords to make some extra gil.





The chest contained Golden Sword.

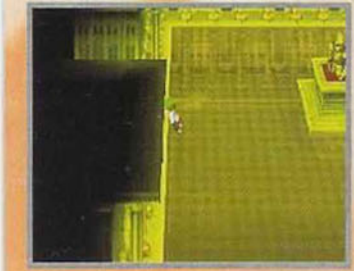
ENCOUNTERS IN GOLDOR MANOR

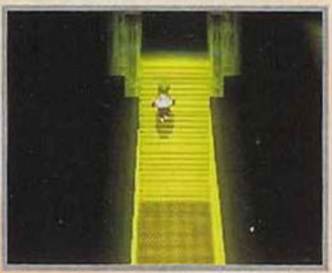
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Lost Gold	928	23	310	1400	38	22	None
Gold Eagle	935	23	320	1400	43	22	Wind
Gold Warrior	1130	24	330	1500	47	22	None
Gold Bear	1090	24	340	1500	49	22	None
Gold Knight	1100	25	350	1500	48	22	None
Nightmare	1120	25	360	1900	48	22	None

SPARE THE KEYS, USE A THIEF

Place a Thief at the front of the party if you don't want to use any Magic Keys.

Return to the newly-unlocked door and proceed through it. Follow the maps through the twisting rooms and hallways to reach Goldor's room on the top floor. He engages the party after they step into the room, so heal the party before entering.

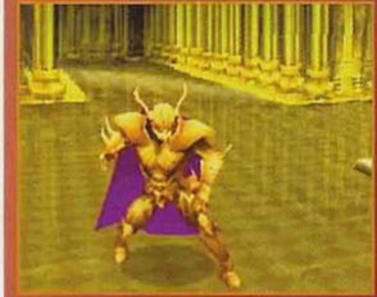




BOSS

Goldor

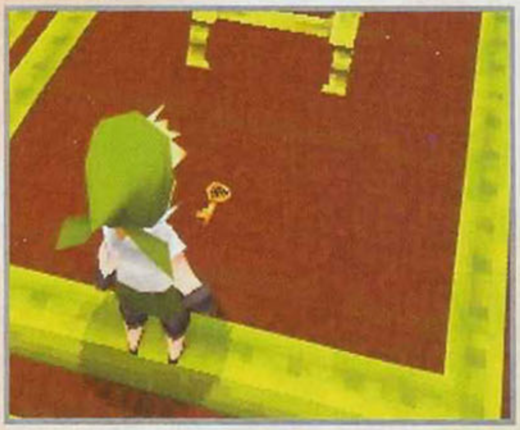
HP	LV	GIL	EXP
9000	26	9900	6560

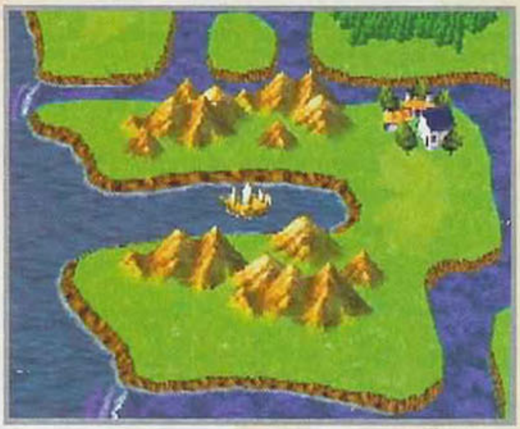


Goldor acts twice each turn and uses the following magic spells: Blind, Confuse, and Silence. He casts Protect on himself, plus he's immune to magic spells and attack items. The best way to defeat him is to rely upon melee attacks.

Considering the upgrades in Amur (whether they were found or purchased), including a Thief and Monk in your party makes a great deal of sense. They enter the battle with powerful weapons and armor that enable them to deal the most damage, while soaking up a few hits. Although Goldor is immune to magic, include at least one healing type (White or Red Mage) to restore any lost HP and use Blindna when necessary to keep the melee jobs at peak efficiency.

After the battle, move forward to pick up the **Chain Key**. Return to Amur and use the key to unlock the airship. You can now stop at the villages of Duster (on the island between the large land masses), and Replito (close to the north edge of the western continent). Both locations are mentioned in the "Side Quests and Optional Areas" section of the guide.

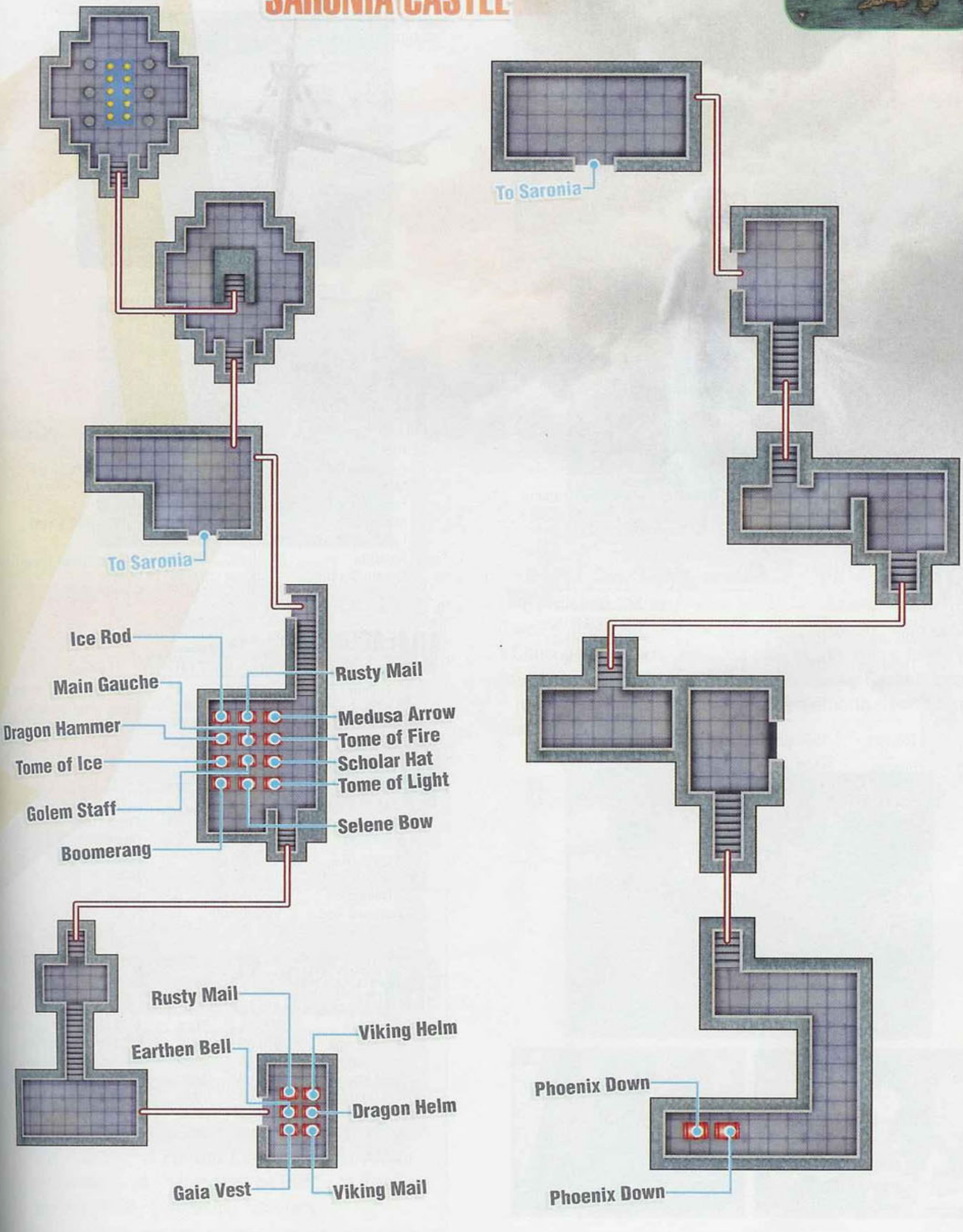




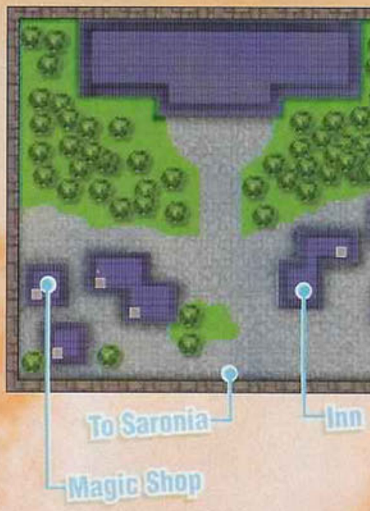
SARONIA

INN 320 gil
✗ **HP/MP WELLSPRING**
✓ **REVIVE WELLSPRING**

SARONIA CASTLE


To Saronia
To Saronia
Ice Rod
Main Gauche
Dragon Hammer
Tome of Ice
Golem Staff
Boomerang
Rusty Mail
Medusa Arrow
Tome of Fire
Scholar Hat
Tome of Light
Selene Bow
Rusty Mail
Earthen Bell
Viking Helm
Dragon Helm
Gaia Vest
Viking Mail
Phoenix Down
Phoenix Down

NORTHWEST SARONIA



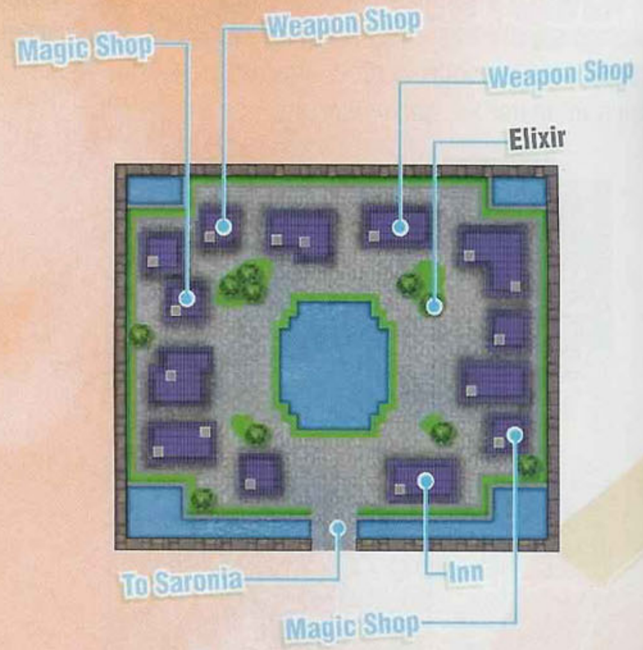
ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gysahl Greens	150 gil	It could be used to attract something...

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Fira	1500 gil	Black	3	Deals fire damage.
Blizzara	1500 gil	Black	3	Deals ice damage.
Thundara	1500 gil	Black	3	Deals lightning damage.
Cura	1500 gil	White	3	Restores a large amount of HP.
Teleport	1500 gil	White	3	Teleports party out of dungeons.
Blindna	1500 gil	White	3	Removes blind.

NORTHEAST SARONIA



ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gysahl Greens	150 gil	It could be used to attract something...

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Thunder Spear	8000 gil	45	Deals lightning damage.
Wind Spear	10000 gil	53	Deals wind damage.

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Fire Rod	10000 gil	25	Casts Fira.
Ice Rod	10000 gil	25	Casts Blizzara.
Light Rod	10000 gil	25	Casts Thundara.
Golem Staff	13500 gil	30	Casts Break.
Rune Staff	18000 gil	33	Casts Erase.
Wizard Rod	20000 gil	20	N/A

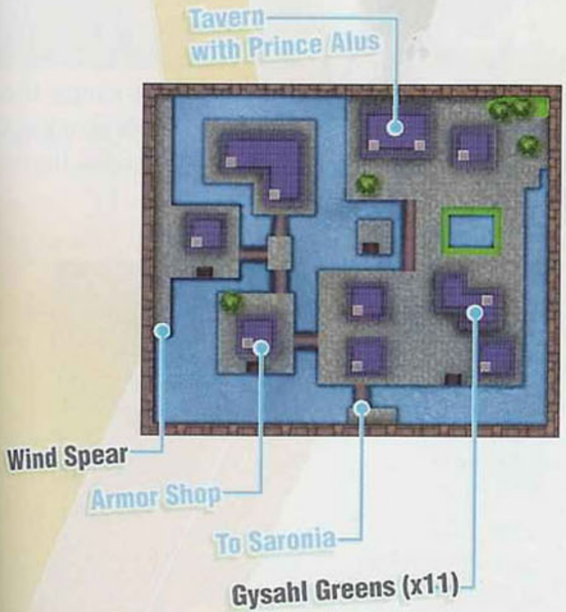
MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Break	3000 gil	Black	4	Inflicts petrification.
Blizzaga	3000 gil	Black	4	Deals ice damage.
Shade	3000 gil	Black	4	Inflicts paralysis.
Libra	3000 gil	White	4	Displays weak points.
Confuse	3000 gil	White	4	Inflicts confusion.
Silence	3000 gil	White	4	Inflicts silence.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Thundaga	5000 gil	Black	5	Deals lightning damage.
Raze	5000 gil	Black	5	Causes instant KO to weak enemies.
Erase	5000 gil	Black	5	Dispels beneficial magic.
Curaga	5000 gil	White	5	Restores a great deal of HP.
Raise	5000 gil	White	5	Revives ally.
Protect	5000 gil	White	5	Increases defense.

SOUTHWEST SARONIA



ARMOR SHOP

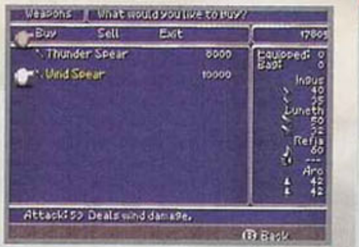
ITEM	COST	DEFENSE	NOTE
Rune Bracers	5000 gil	11	Protects against some status ailments.
Gaia Vest	7600 gil	35	N/A
Scholar Robe	5500 gil	20	N/A
Scholar Hat	7500 gil	11	N/A

What to Buy in Saronia

Initially, only item shops and the weapon shop that carries spears are open for business. Grab a **Wind Spear** if you plan to raid the Dragon Spire and keep a Dragoon in the party.

When all the shops become available, purchase some magic spells. Raise is a welcome addition to your spell selection, as it eases the burden on your party's supply of Phoenix Downs. Skip the Armor Shop unless you missed out on Duster or if you have an affinity for multiple Scholars.

After crash-landing, exit the castle. Saronia is divided into four sections (northeast, northwest, southeast, and southwest) and each area has various points of interest. Northeastern Saronia has one open weapon shop (all of the other non-item shops are closed) and an Inn. Southeastern Saronia has a Moogle, Chocobo Forest, Dragon Spire, and an optional area that you should visit after locating Prince Alus. Northwestern Saronia has a vast library, plus it is also the first place to find the famous Blacksmith who plays a pivotal role in many side quests.



Attack: 59 Deals wind damage.

You're going to climb the Dragon Spire?
Are you mad!? That place is crawling with monsters!!!

Southwestern Saronia has a revive wellspring, an older man in orange in the southwest corner of the city looking for a well-dressed lad, and the home of a researcher who studies Chocobos. There is a hidden path in this man's home that leads to a room filled with chests containing **Gysahl Greens**. To advance the main storyline, go to the north side of the city and enter the unmarked building.

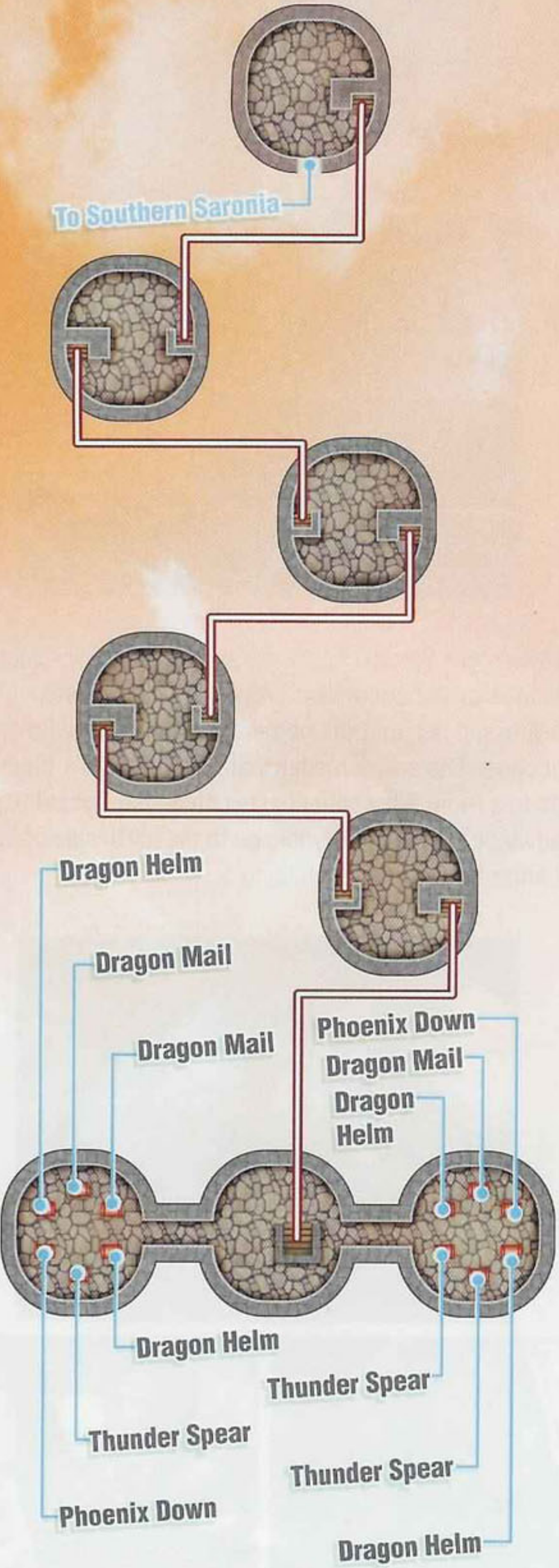
Kind sirs....and miss, have you seen a well-clad boy around the age of ten in this vicinity?

At this point, a trio of punks harass a younger man. Interrupt the punks' fun and defeat the three Gold Knights. They're essentially the same enemies as the ones who appeared in Goldor Manor, so use the same tactics again here. After Alus joins the party, return to the old man in the southwest corner of the city to collect a reward. With Prince Alus in your party, now is a great time to visit Dragon Spire to collect some gear for Dragoons.

Attack
Steal
Flee
Item
Ingus 887/887
Luneth 895/895
Refia 864/864
Arc 856/856

Obtained Wind Spear.

DRAGON SPIRE


To Southern Saronia
Dragon Helm
Dragon Mail
Dragon Mail
Phoenix Down
Dragon Mail
Dragon Helm
Dragon Helm
Thunder Spear
Thunder Spear
Thunder Spear
Phoenix Down
Dragon Helm

ENCOUNTERS IN DRAGON SPIRE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Hellgaroo Mage	1093	25	370	1400	49	22	None
Needle Monkey	1100	25	380	1400	48	22	None
Catoblepas	1260	26	390	1600	54	22	None
Sorceror	1270	26	400	1600	51	22	None
Sand Worm	1290	26	420	1920	53	22	None

Much like the towers in Sasune Castle, these simple floors are filled with random encounters. The top floor contains the mother lode of Dragoon equipment, as each end of the floor has six treasure chests!

The chest contained Dragon Helm.

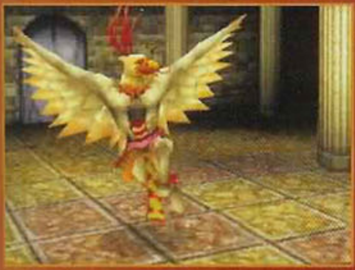
To the Castle!

There's a boss fight coming up soon and it calls for gear that has the best possible magic defense that also maintains a sufficient amount of regular defense. The exception to this rule is the Dragoon. These characters become potent weapons in the fight, as long as you acquired at least one Wind Spear. Having Aero available during the next fight is also important. With Prince Alus in the party, return to the castle, wait out the cutscene, then prepare to fight!

Prince Alus
Stand aside and let me through!

BOSS Garuda

HP 10000 **LV** 28 **GIL** 8800 **EXP** 10200



Garuda uses a devastating Lightning attack against the entire party and mixes in powerful melee strikes. It is vital to keep everyone's health as high as possible during this fight. You can also expect Garuda to try a Cura at some point during the fight. During any round, a combo Lightning strike followed by a melee hit can eliminate even the heartiest of party members whose health isn't at a maximum.

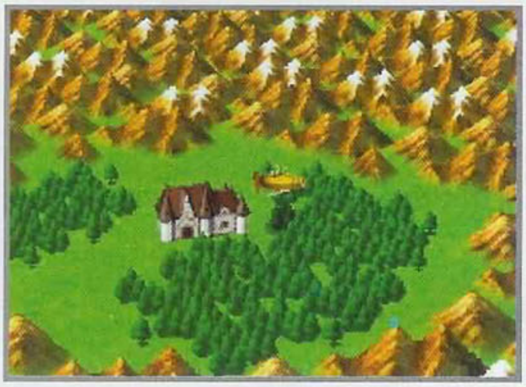
Wind-based attacks work best against Garuda. Make sure any Dragoons in the party Jump to avoid being caught in Lightning attacks. Have your White or Red Mages hammer Garuda with Aero when there's no need to heal. Other than that, keep up the pressure with melee attacks and spells while restoring HP as needed.

After the smoke clears, go to the engineer's room on the right side, just outside the main section of the castle, and speak to an NPC to obtain the ship "Nautilus." Also, roam around the castle because there are secret rooms filled with treasure, so examine anything that looks suspicious.

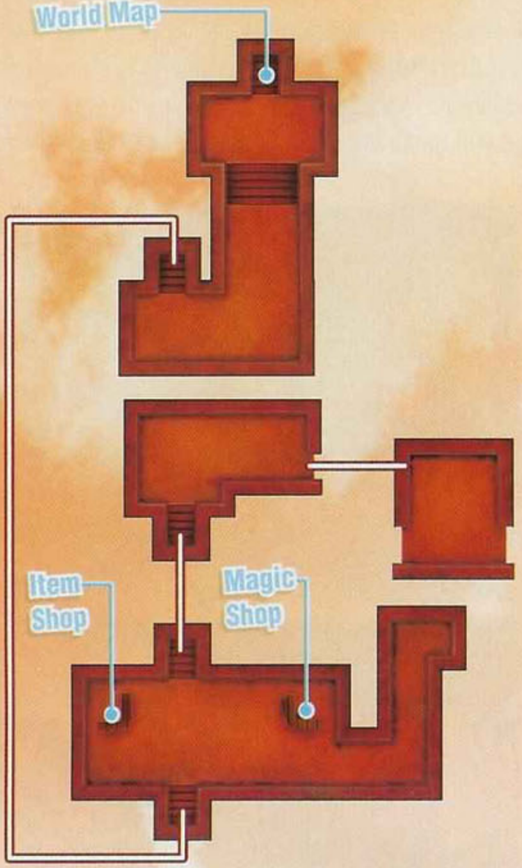
Exit Saronia and fly south to the Dalg continent. Enter the path via the mountains from the south end to gain access into Doga's Manor. If you attempted to enter this area previously, then you will recall that the winds held your ship at bay.

The chest contained Main Gauche.

We are the Saronian engineers, the greatest minds in all the world! We've been expecting you!



DOGA'S MANOR



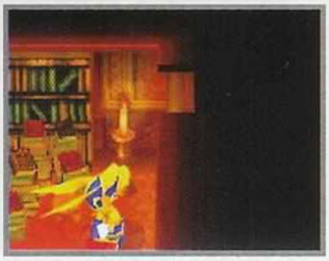
INN None   ✓ **HP/MP WELLSPRING**   ✓ **REVIVE WELLSPRING**

ENCOUNTERS AROUND DOGA'S MANOR

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Frost Fly	1200	28	430	1920	54	23	Fire, Wind
Simurgh	1220	28	450	2080	55	23	Wind
Harpy	1650	30	460	2080	56	23	Wind
Gargoyle	1240	28	470	2400	56	23	Wind
Chimera	1250	28	475	2400	57	23	None

After a rude reception, the party gains another temporary guide in Doga. Speak with all of the Manor's inhabitants, then examine the candleholder in the corner of the same room as the pot that restores HP/MP. Head through the short tunnel and cast Mini on the party to gain access to the Cave of the Circle.

Doga has joined the party!



SHOPS

What to Buy in Doga's Manor

The magic spells available in Doga's Manor are the first set of spells that a Red Mage can't use. That does not mean they're not worth purchasing, though, if you've used a Red Mage up to this point. What this means is that it's time to start using Black and White Mages if you haven't yet! None of these spells are concealed inside a chest, so buying them is the only way to acquire them.

ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gysahl Greens	150 gil	It could be used to attract something...

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Firaga	10000 gil	Black	6	Deals fire damage.
Bio	10000 gil	Black	6	Deals non-elemental damage.
Warp	10000 gil	Black	6	Creates a rift to another dimension.
Aeroga	10000 gil	White	6	Deals wind damage.
Stona	10000 gil	White	6	Removes petrification.
Haste	10000 gil	White	6	Increases attack speed.
Curaga	5000 gil	White	5	Restores a great deal of HP.
Raise	5000 gil	White	5	Revives ally.

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

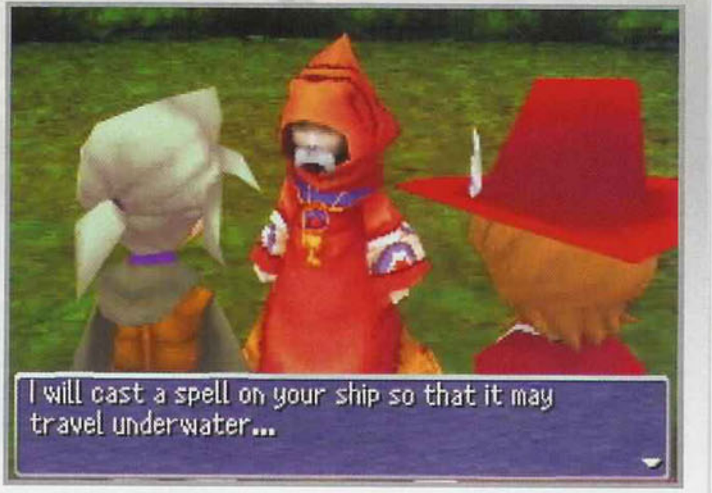
CAVE OF THE CIRCLE

ENCOUNTERS IN CAVE OF THE CIRCLE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Demon Horse	710	29	480	2640	36	23	None
Rock Gargoyle	720	29	490	2640	36	23	Wind
Bovian	730	29	500	2640	36	23	None
Dread Knight	740	29	510	2880	36	23	None
Flyer Mage	680	28	520	2880	36	23	Wind

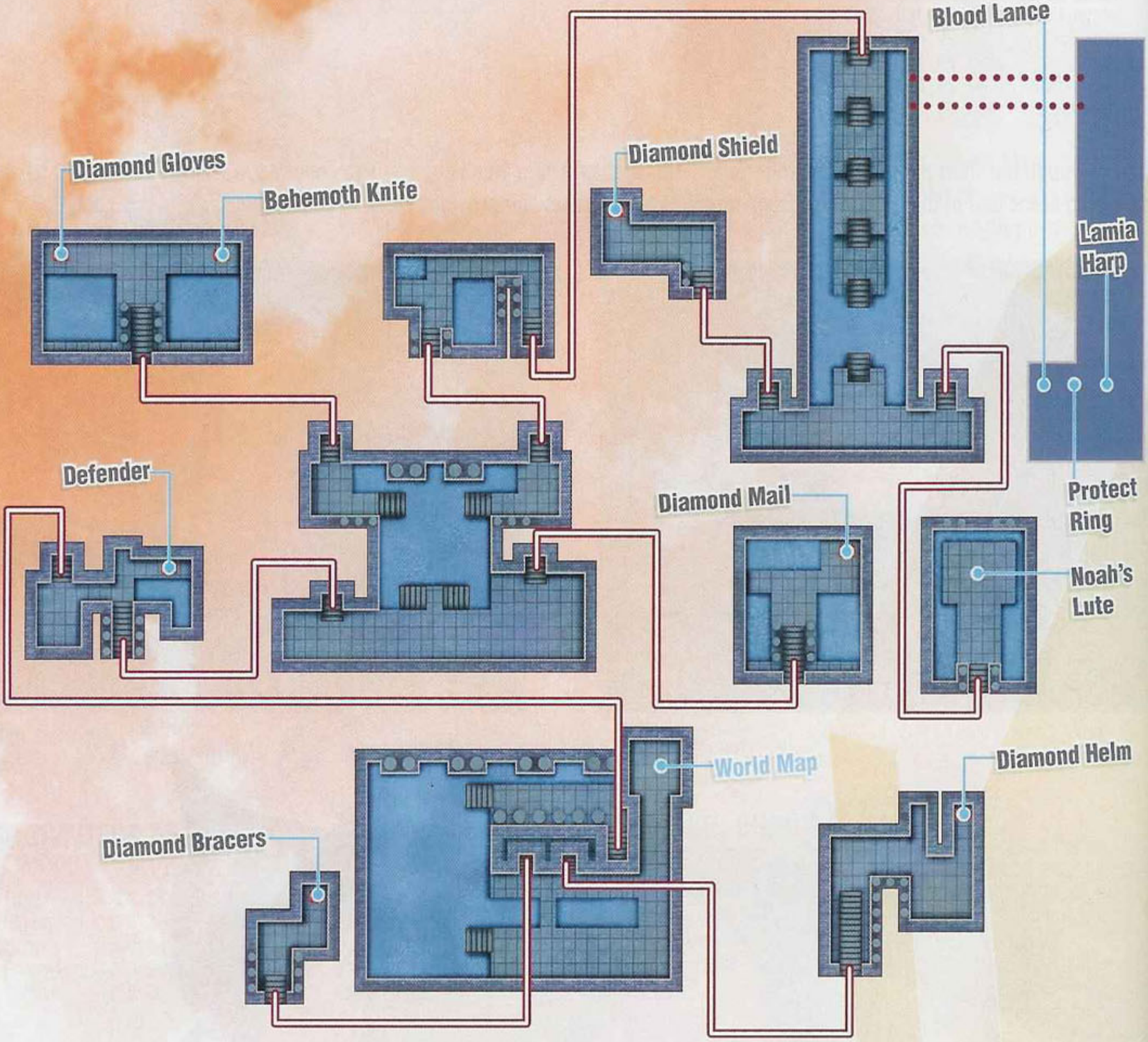
Hurry through the short paths between the teleportation circles. There aren't any items to collect here; instead, the goal is to reach a clearing at the end of the cave where Doga modifies the Nautilus and provides clues to your party's future destinations.

Ingus 1004 /1004
Luneth 888/888
Refia 969/969
Arc 916 /916



I will cast a spell on your ship so that it may travel underwater...

TEMPLE OF TIME


Blood Lance
Lamia Harp
Diamond Shield
Diamond Gloves
Behemoth Knife
Protect Ring
Defender
Diamond Mail
Noah's Lute
World Map
Diamond Helm
Diamond Bracers

ENCOUNTERS IN TEMPLE OF TIME

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Dira	5000	33	610	3280	73	25	Wind
Chimera Mage	1540	33	615	3280	69	25	None
King Lizard	1560	33	620	3280	68	25	Lightning
Pterodactyl	1570	33	640	3280	68	25	Wind
Wyvern	1825	36	1300	6000	78	26	Wind
Behemoth	12650	37	4668	6900	84	26	None
King Seahorse	1405	33	680	3600	68	25	Lightning
Dragon	11000	38	9000	7200	85	26	None

Although there are many powerful enemies in this area, there is no true boss battle at the end of the Temple of Time. There are, however, many locked doors that require either a Magic Key or that a Thief lead the group and a hidden passage directly east of the doorway after entering the waterfall room.

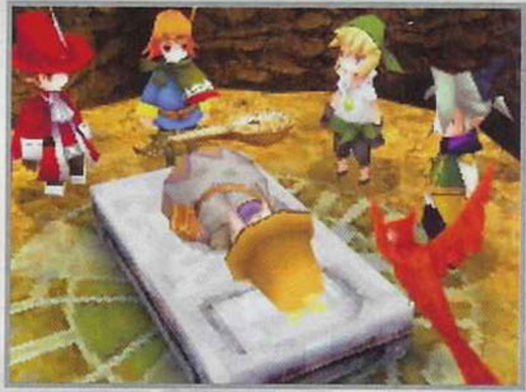
Your thief abilities allow you to unlock the door.

Chimera Mage
Attack
Magic
Guard
Item
Ingus 1173 /1173
Luneth 1171 /1171
Refia 1212 /1212
Arc 844/1219

There are multiple pieces of Diamond armor scattered around the Temple of Time, as well as a **Behemoth Knife**, **Defender** and the ultimate prize, **Noah's Lute**. This last item is needed to awaken Unei. After obtaining Noah's Lute, return to the surface. After doing so, fly to the west and then fly north in the Nautilus along the coastline. Fly east over the first stand of trees, then follow the mountains to the cave that serves as the entrance to Unei's Shrine.

Unei's Shrine

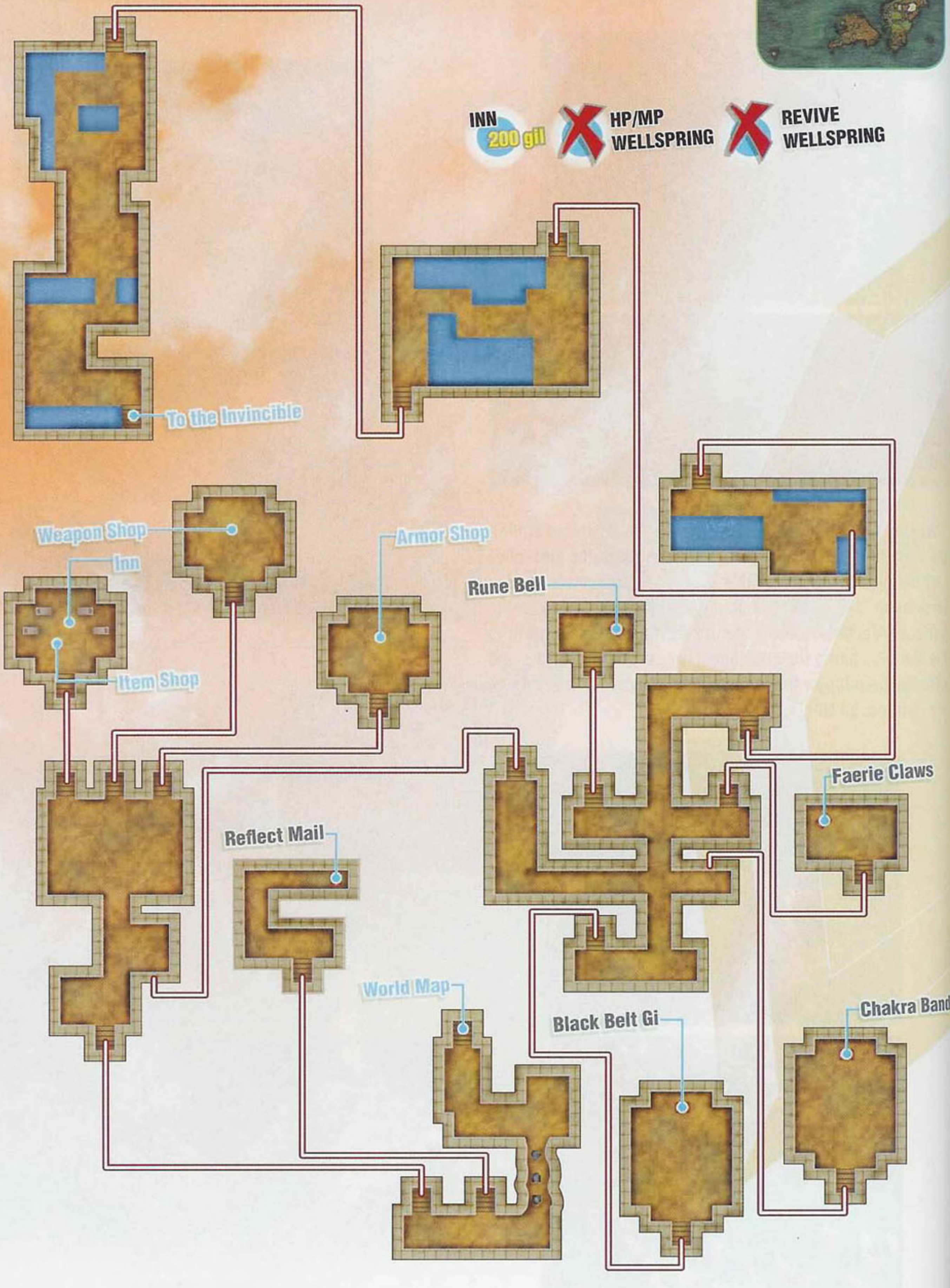
As you approach the sleeping Unei, the Lute begins to play. She hands over the **Fang of Fire** after she awakens. Unei urges the party to find the Invincible among the Ancient Ruins, then joins your party.



Obtained Fang of Fire.

ANCIENT RUINS

INN 200 gil ✗ HP/MP WELLSPRING ✗ REVIVE WELLSPRING


To the Invincible
Weapon Shop
Inn
Item Shop
Armor Shop
Rune Bell
Faerie Claws
Reflect Mail
World Map
Black Belt Gi
Chakra Band

SHOPS

What to Buy in Ancient Ruins

Restock on any items that are low in your inventory. Most of the available weapons and armor here are ones that can be acquired from chests in previous areas. Buy a **Blood Lance** if you have a Dragoon in your party to help top off his or her health in battles. **Diamond Gloves** and **Bracers** are also good purchases, as all classes can use one piece or the other.

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Diamond Shield	18000 gil	14	Protects against some status ailments.
Diamond Helm	20000 gil	21	N/A
White Robe	27000 gil	31	N/A
Black Robe	27000 gil	31	N/A
Diamond Mail	32000 gil	40	N/A
Diamond Bracers	10000 gil	13	N/A
Diamond Gloves	10000 gil	15	N/A

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Defender	28000 gil	95	Casts Protect.
Blood Lance	28000 gil	95	Absorbs life.
Medusa Arrow	300 gil	23	Inflicts gradual pertrification.

ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Mallet	100 gil	Shrinks and unshrinks target.
Echo Herbs	100 gil	Removes silence.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gysahl Greens	150 gil	It could be used to attract something…

ENCOUNTERS IN ANCIENT RUINS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Pyralis	6550	37	1760	14400	81	26	Ice, Water
Zombie Dragon	11000	41	2880	15000	90	27	Light

The initial area inside the Ancient Ruins contains a handful of men in red coats whose efforts to uncover the secrets of the world of the ancients have been interrupted by a crumbling adamantite wall. Approach the blocked path to make Unei take care of the blockage.

We devote our lives to studying the ruins left by the Ancients.

Striking dreamworld stones against any material from this world--even adamantite--should annihilate both objects!

The second doorway to the west of the newly-opened tunnel leads to the shops of the Ancient Ruins. Once the party moves beyond this area, things become quite dangerous. There are a few upgrades for a Monk (**Black Belt Gi**, **Chakra Band** and **Faerie Claws**) tucked away in the doorways off the beaten path that leads to the final destination of the cave, the Invincible.

Some merchants pilfer weapons and armor from ruins like these and sell them openly.

The chest contained Black Belt Gi.

THE INVINCIBLE

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Diamond Shield	18000 gil	14	Protects against some status ailments.
Diamond Helm	20000 gil	21	N/A
Diamond Mail	32000 gil	49	N/A
Diamond Bracers	10000 gil	13	N/A
Diamond Gloves	10000 gil	15	N/A
White Robe	27000 gil	31	N/A
Black Robe	27000 gil	31	N/A
Gaia Vest	7600 gil	35	N/A

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Sleep Arrow	200 gil	20	Inflicts sleep.
Poison Arrow	200 gil	20	Inflicts poison.
Medusa Arrow	250 gil	23	Inflicts gradual petrification.
Magic Arrow	250 gil	27	N/A
Dark Knife	20000 gil	93	N/A
Rune Axe	35000 gil	110	N/A
Dragon Lance	40000 gil	117	N/A

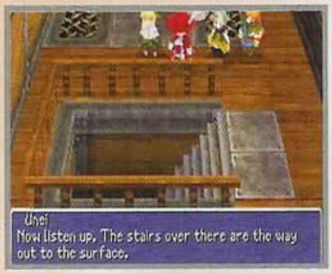
ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Echo Herbs	100 gil	Removes silence.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Ottershroom	2000 gil	Teleports party out of dungeons.
Gysahl Greens	150 gil	It could be used to attract something…
Gnomish Bread	200 gil	Displays an expanded map.

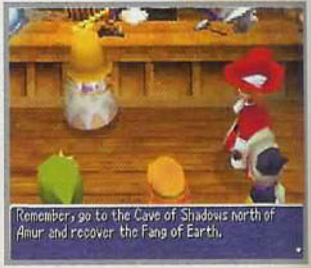
MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Quake	20000 gil	Black	7	Deals earth damage.
Breakga	20000 gil	Black	7	Inflicts petrification.
Drain	20000 gil	Black	7	Absorbs life.
Curaja	20000 gil	White	7	Restores a massive amount of HP.
Esuna	20000 gil	White	7	Removes all status ailments.
Reflect	20000 gil	White	7	Creates a magic-reflecting barrier.

Once the party is inside the Invincible, Unei provides a rundown of everything available inside the ship. Afterwards, Unei tells the group to visit the Cave of Shadows and departs to meet with Doga. You are now free to use the Invincible to fly around the world map. Use the Invincible to land on dry land and fly over the tops of small mountains. Continue to use the Nautilus when you need to travel underwater.



Unei
Now listen up. The stairs over there are the way out to the surface.

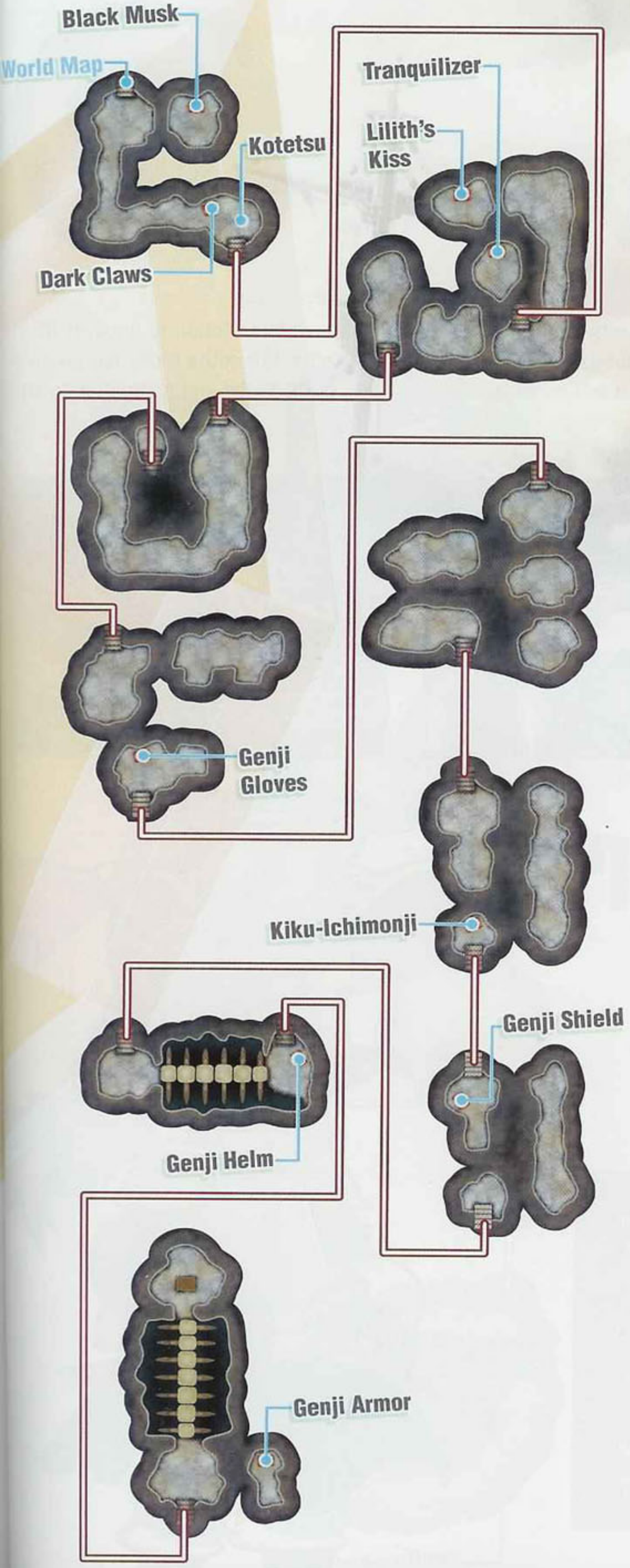


Remember, go to the Cave of Shadows north of Amur and recover the Fang of Earth.

ON THE SIDE

There are a few optional locations and a side quest available at this point in the game. Refer to the "Side Quests and Optional Areas" section of this guide for more information on Falgabard, Saronia Catacombs, Lake Dohr, Bahamut's Lair, Doga's Village, Sunken Cave and Find Orichalcum.

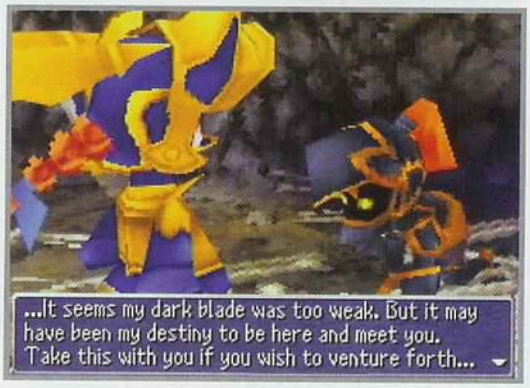
CAVE OF SHADOWS


Black Musk
World Map
Kotetsu
Dark Claws
Tranquilizer
Lilith's Kiss
Genji Gloves
Kiku-Ichimonji
Genji Shield
Genji Helm
Genji Armor

ENCOUNTERS IN CAVE OF SHADOWS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Death Claw	3800	38	680	7500	85	26	None
Hellish Horse	4360	38	690	8000	87	26	None
Chronos	4100	38	320	1280	86	26	Dark Blade
Valefor	4240	38	320	1280	88	26	Dark Blade
Haniel	3400	37	1450	1280	82	26	Dark Blade
Vassago	4440	38	320	1280	88	26	Dark Blade

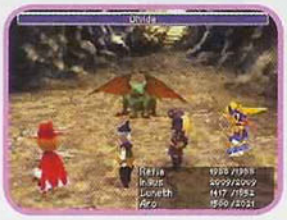
Many of the paths that lie ahead are hidden from view. If at any time you think the party is in a dead-end room, walk into the walls until you find the correct path to the next spot. A wounded Dark Knight crouches near the first stairway; speak with him to receive a **Kotetsu.**

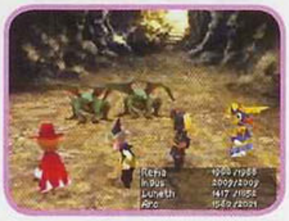


...It seems my dark blade was too weak. But it may have been my destiny to be here and meet you. Take this with you if you wish to venture forth...

DIVIDED THEY STAND

Many of the enemies encountered throughout the Cave of Shadows will divide after they are struck with a melee attack. There are certain weapons (Dark Blades, such as Kotetsu) that stop this from occurring. Another way to keep these enemies from dividing is to use magic.





The hidden paths make it difficult to locate all of the hidden chests, so closely follow the maps in this section to uncover them. The entire Genji armor set—plus shield—is found inside this dungeon, so look for all four pieces. When the rocky terrain gives way to paths that are composed of gigantic spinal columns, you will know that your party is close to the end encounter against the guardian of the Fang of Earth, Hecatoncheir.

The chest contained Genji Shield.

Arc
We found it! The Fang of Earth!

BOSS

Hecatoncheir

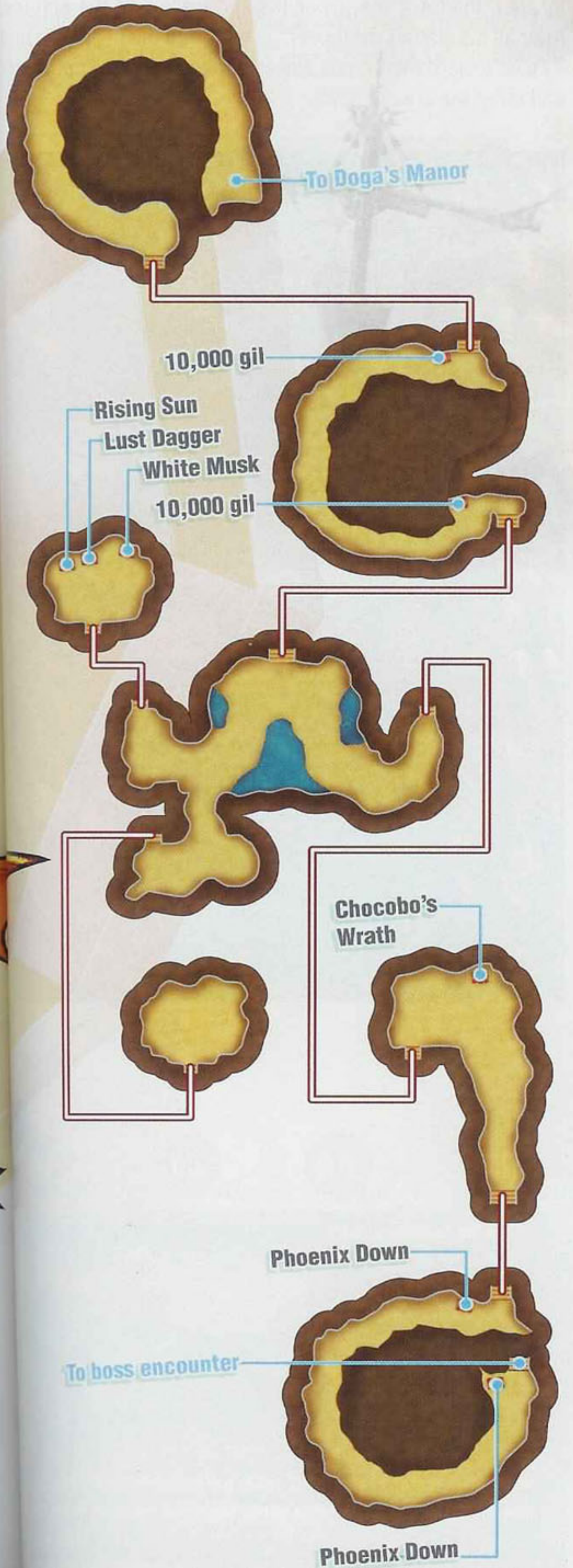
HP 28000 **LV** 43 **GIL** 8000 **EXP** 21600

Hecatoncheir attacks twice and deals damage of about 500 HP per hit. He also casts the black magic spell Quake, which damages the entire party.

If you have defeated Bahamut, Leviathan and Odin, then now is a great time to use them. Hecatoncheir doesn't have any obvious weaknesses, so rely upon powerful attacks and magic to end this battle. After obtaining the Fang of Earth, use Teleport or an Ottershroom to exit to the surface.

CRYSTAL OF WIND
CRYSTAL OF FIRE
CRYSTAL OF WATER
CRYSTAL OF EARTH
WORLD OF DARKNESS

DOGA'S GROTTO


To Doga's Manor
10,000 gil
Rising Sun
Lust Dagger
White Musk
10,000 gil
Chocobo's Wrath
Phoenix Down
To boss encounter
Phoenix Down

ENCOUNTERS IN DOGA'S GROTTO

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Peryton	9650	41	2400	9600	92	27	Wind
Ogre	5680	39	950	6800	93	26	None
Cyclops	4700	39	1000	6800	91	26	None
Nemesis	4720	39	1050	6800	89	26	Fire
Humbaba	6740	39	1100	6800	91	26	None

You need the Nautilus to reach Doga's Manor again, so fly to the Ancient Ruins and switch ships. Enter the manor, then follow Doga's instructions to step into the circle. Doga's Grotto, the end location for the circle, is a fairly straightforward area. There are few side paths, but none of them are hidden. Collect the items from the chests, as many of them may be nice upgrades or important items that are otherwise unavailable. At the end of the path, the party is forced to fight two unexpected foes. Heal the entire party before speaking with Doga and Unei.

The chest contained Phoenix Down.

Doga
Good! You have come. We must now make the key to Eureka whole once more.

BOSS

Doga

HP 22800 **LV** 45 **GIL** 12000 **EXP** 13600

Doga attacks twice with a combination of physical attacks and magic spells, such as Firaga, Drain and Shade. Doga is quite powerful, capable of causing around 1,500 HP of damage per round.

Without any real weaknesses or resistances, it is best to hammer away at Doga with strong melee attacks, spells, and attack items until he drops. There's no recovery after this fight, so try to heal the party before ending the encounter.

BOSS

Unei

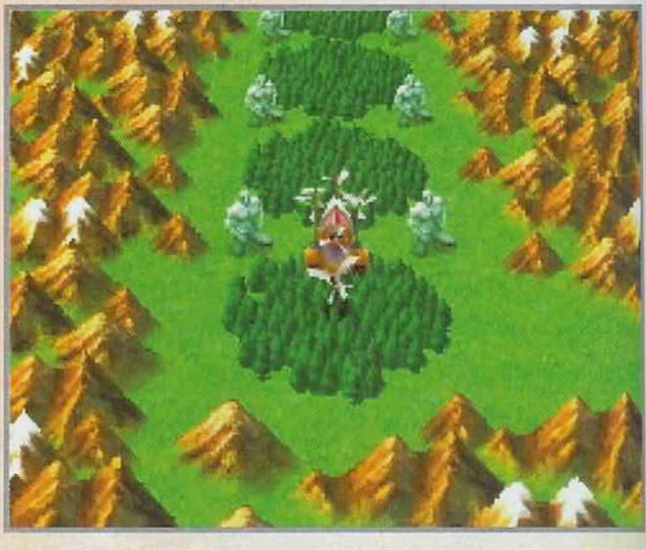
HP 21800 **LV** 44 **GIL** 12600 **EXP** 12000

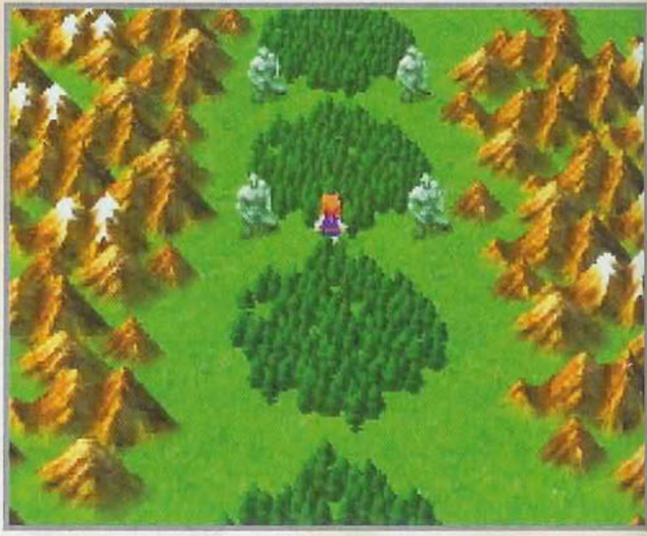
Unei casts Protect and Haste on herself while using Tornado against the party. She attacks twice per round using a combination of physical attacks and magic.

Since there's a good chance that this fight will begin with some or all of your party members with reduced health, make sure one character is set to heal right away. Use the same tactics against Unei that were used to defeat Doga and she won't last any longer than he did.

Clear the Path

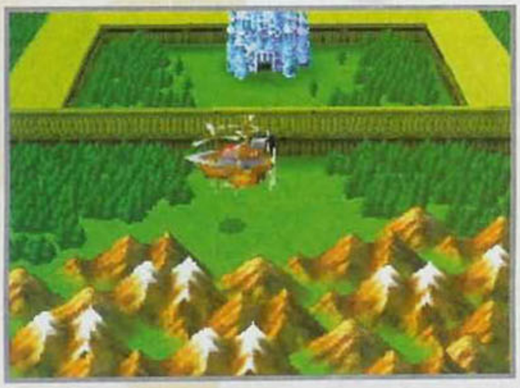
Use Teleport or an Ottershroom to quickly exit Doga's Grotto. Return to the Ancient Ruins and trade in the Nautilus for the Invincible. Head east to where the four Ancient Statues are located, then exit the Invincible and walk past the statues. After all the statues disappear, go back into the Invincible and fly east toward the Crystal Tower. Land outside the perimeter and enter the area on foot.

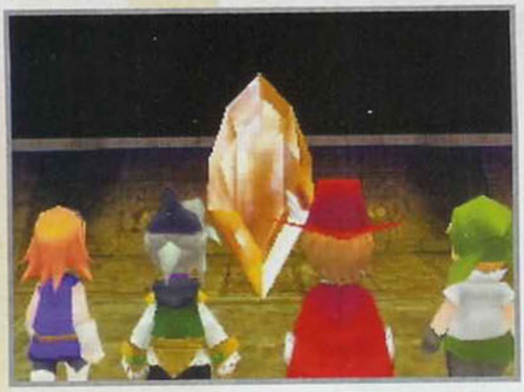




A Peek Inside the Ancient's Maze

Don't explore the full area just yet; instead, enter the door just north of the entrance. Approach the Earth Crystal and examine it to initiate a battle against Titan. Defeating Titan unlocks the final set of jobs, plus it enables you to enter the optional area, Eureka!





BOSS

Titan

HP 29000
LV 46
GIL 13500
EXP 27600

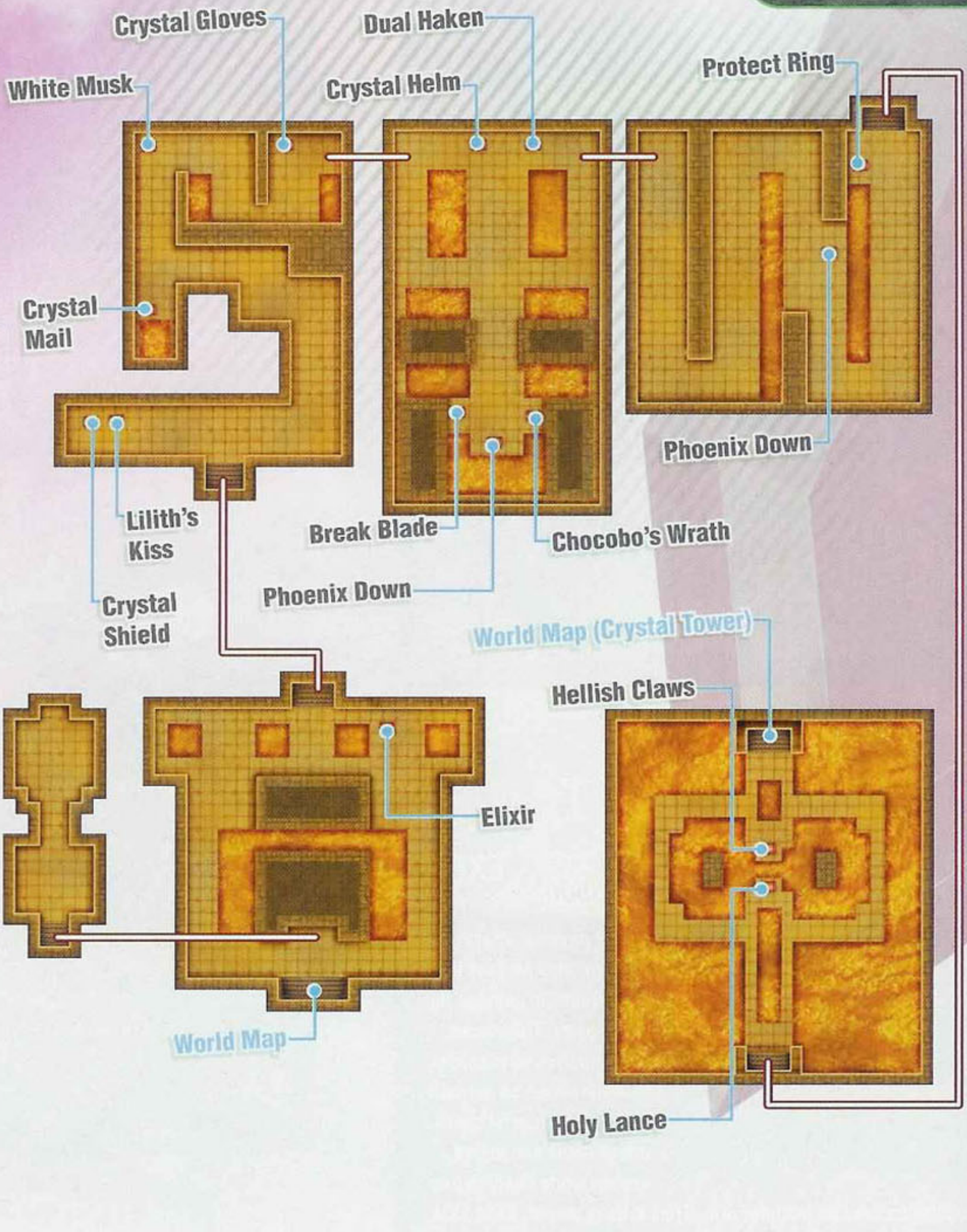
Titan's physical attacks hit hard, plus he uses the spell Quake to damage the entire party. Titan lacks any definitive weaknesses or resistances, so unleash your most powerful spells, attack items and melee attacks while keeping one character focused on healing. After Titan falls in defeat, head back out of the Ancient's Maze and spend some time learning about your new jobs!

World of Darkness

OBJECTIVES

1. Traverse Ancient's Maze to reach the Crystal Tower.
2. Ascend to the top of the Crystal Tower to confront and defeat Xande.
3. Rescue the four Warriors of the Dark from their captivity in the World of Darkness.
4. Face the Cloud of Darkness to save the world.

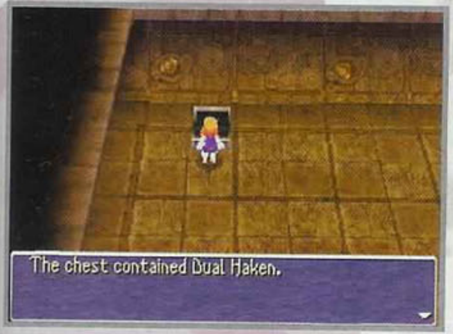
ANCIENT'S MAZE

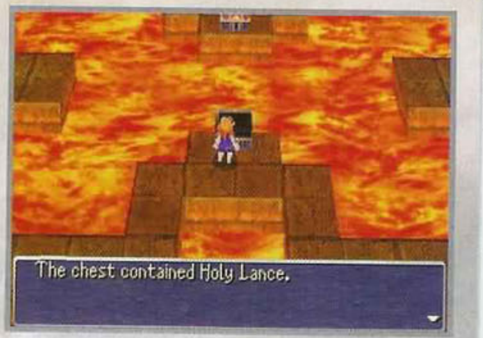

Crystal Gloves
Dual Haken
White Musk
Crystal Helm
Protect Ring
Crystal Mail
Phoenix Down
Lilith's Kiss
Break Blade
Chocobo's Wrath
Phoenix Down
Crystal Shield
World Map (Crystal Tower)
Hellish Claws
Elixir
World Map
Holy Lance

ENCOUNTERS IN ANCIENT'S MAZE

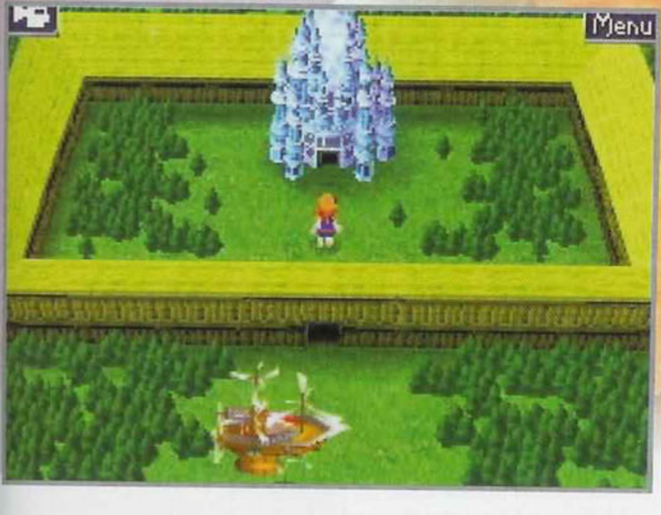
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Greater Demon	10750	42	4800	11400	97	28	Light
Unei's Clone	10000	42	8500	14400	96	28	None
Thanatos	11800	42	5000	11400	98	28	None
Bone Dragon	14000	43	7800	11400	95	28	Light
King Behemoth	45000	50	10800	15200	112	28	None
Hecatoncheir	28000	43	8000	14400	89	32	None

After defeating Titan and settling on any job changes, head into the Ancient's Maze and raid all of the chests for their goodies while heading to the back door that leads to the Crystal Tower.

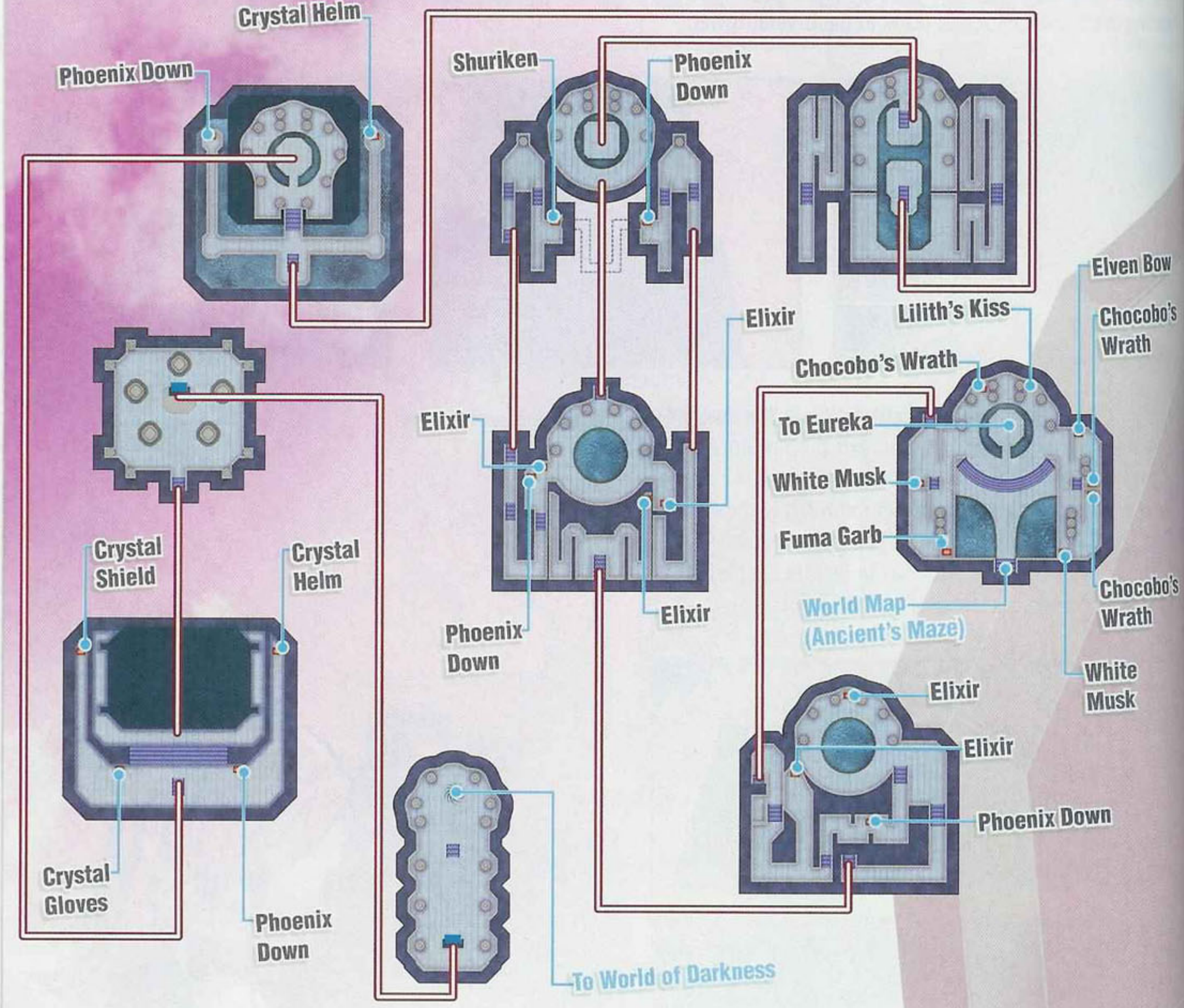

The chest contained Dual Haken.


The chest contained Holy Lance.

There's no end boss to clear before exiting the Ancient's Maze. Keep in mind that once you exit the Ancient's Maze and pass into the Crystal Tower, there's one brief window of opportunity for a full save (consider returning to the exterior of the Crystal Tower to save after you pick up some loot or gain a few levels), but the only way to restore the party's HP and MP is to defeat a boss or utilize an Elixir.



CRYSTAL TOWER


Crystal Helm
Phoenix Down
Shuriken
Phoenix Down
Elven Bow
Chocobo's Wrath
Lilith's Kiss
Elixir
Chocobo's Wrath
Elixir
To Eureka
White Musk
Fuma Garb
Crystal Shield
Crystal Helm
Phoenix Down
Elixir
World Map (Ancient's Maze)
Chocobo's Wrath
White Musk
Elixir
Elixir
Phoenix Down
Crystal Gloves
Phoenix Down
To World of Darkness

ENCOUNTERS IN CRYSTAL TOWER

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Gomory	19976	45	7000	12600	98	29	None
Bluck	6720	44	1655	8400	94	29	None
Doga's Clone	18500	45	5000	16000	96	29	None
Azer	17560	45	7400	13200	106	30	Ice, Water
Platinal	19976	47	7600	13200	107	30	None
Kum Kum	9600	46	3600	8800	84	30	None
Shinobi	11000	46	3700	8800	102	30	None
Dark General	20000	48	8600	13800	110	30	None
Yellow Dragon	79999	50	12000	30000	107	40	None
Green Dragon	89999	60	13330	45000	129	45	None
Red Dragon	99999	70	14666	60000	150	50	None
Glasya Labolas	22800	52	8400	13800	112	31	None

Go up the staircase and head west to find a door that Unei's key can unlock. The central pillar's door leads to the forbidden land of Eureka, an optional area. Examine the door, then pass through it to reach the interior of Crystal Tower.

There are a few chests off the main path, and most of them hold valuable items like **Elixirs**. Collect these chests while continuing to ascend the tower's floors. When a doorway appears behind the gap in the center of the floor, ascend the short flight of stairs. Then continue up the next flight and look for a large opening to the east.

The chest contained Elixir.

DRAGONS!

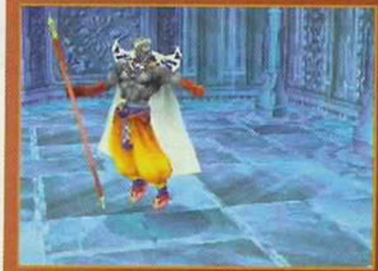
There are three types of dragons that appear in certain areas of the Crystal Tower. These dangerous foes could spell the end of a low-level group, so if you run into one and haven't saved in a while, it's probably a good idea to run from the battle.

The rewards for defeating these enemies are worth the effort. They commonly drop Elixirs, but they rarely drop powerful pieces of armor for the Onion Knights.

The path ahead follows a serpentine route that actually slows down the trip considerably. While winding through the area, keep checking the walls that may lead to hidden paths. When you encounter a long stairway that leads up to another doorway, you'll know you're in the home stretch. The final stop in the Crystal Tower is a room filled with statues and a large mirror in the center. Upon entering the purple room, do *not* advance until you heal your entire party!

BOSS Xande

HP	LV	GIL	EXP
49999	50	25000	34000



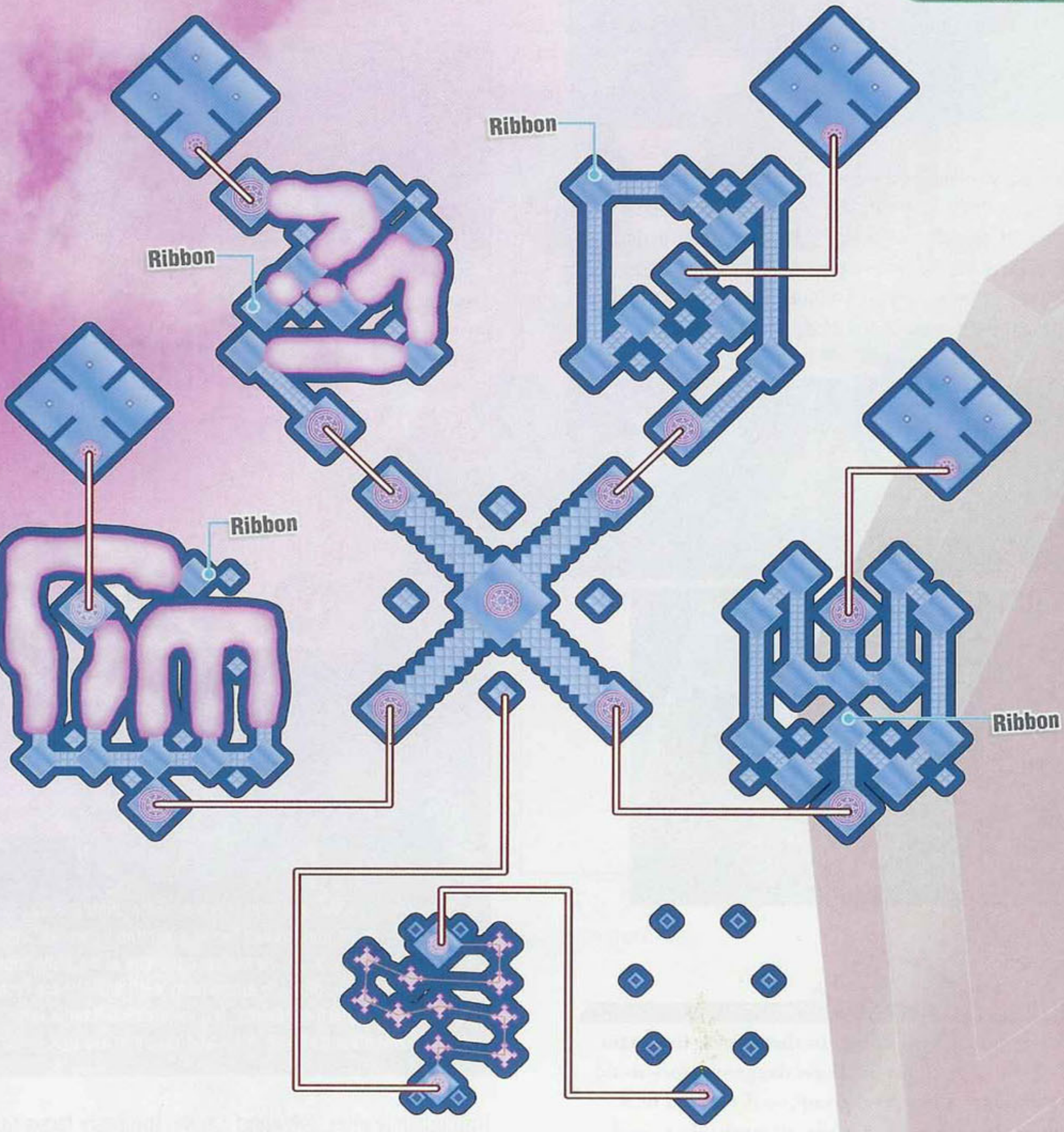
Xande occasionally uses one of his two actions per round to fortify himself with Haste or Protect. He will mix in Firaga, Thundaga, and Meteor with his physical attacks on the party.

Heal your party often and cast Erase or use a Shell Breaker on Xande if his Haste and Protect spells make the fight more difficult. Do not worry about anyone's status at the end of the fight. You can't win the next battle, plus the entire party's HP and MP are restored before the adventure continues. If only one character is left standing when Xande drops, it shouldn't cause any problems.

Immediately after defeating Xande, the party faces the Cloud of Darkness. There's no way to win this fight, so don't waste any items. When the smoke clears from the battle, jump into the swirling vortex to enter the World of Darkness.

9999
9999
9999
9999
Refia
Arc
Luneth
Ingus

WORLD OF DARKNESS



RYSTAL OF WIND
RYSTAL OF FIRE
RYSTAL OF WATER
RYSTAL OF EARTH
ORLD OF DARKNESS

ENCOUNTERS IN WORLD OF DARKNESS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Shadow Master	10000	46	3800	8800	100	30	None
Kage	12000	47	3900	9200	104	30	None
Yormungand	30560	52	8800	13800	134	31	None
Thor	12540	50	4000	9600	105	30	None
Hydra	33800	63	8500	14400	123	32	None
Queen Scylla	34760	52	10000	14400	107	32	None
Garm	19960	52	6700	14400	107	32	None
Twin Dragon	34920	54	11000	15000	131	32	None

Avoid the rune in the center of the World of Darkness's starting platform for the time being. Four paths lead diagonally away from the starting platform, each of which ends at a warp rune. Each area is slightly different, but they all end at another warp rune that leads to a battle to free one of the Warriors of the Dark.

- *The southwest path leads to **Echidna**.*
- *Head southeast to battle **Ahriman**.*
- *Take the northeast branch to reach the **Two-Headed Dragon**.*
- *Save the northwest path for last, as **Cerberus** is a slightly greater challenge than the other bosses.*

For these four encounters, only the information on the bosses is included because the strategy to defeat them is the same (only Ahriman has a weakness and it's against Wind-based spells and attacks). Have three characters use physical strikes, their highest level magic, and any effective attack items each turn until the fight ends with the boss's death. Have the fourth member of your party heal each turn, or use other spells that enhance the rest of the party (e.g., Haste or Protect).

The Cloud of Darkness had also appeared
when the light threatened to engulf the world
a thousand years ago...

Xande severed the link between the world
and the sun, creating a world without day
or night, a world devoid of time...

I am a Warrior of the Dark...one of the four
who stopped the flood of light a thousand
years ago. I have come to join you.

Light and darkness...attracted to each other, yet
keeping themselves at a safe distance... They
coexist in a precarious balance.

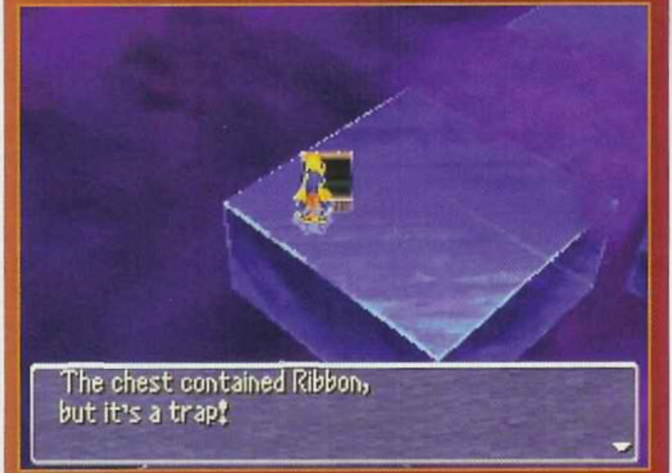
XANDE-TRAPPED CHESTS

There is a lone treasure chest found along the paths in the four outlying warp zones. Each chest holds a Ribbon but each chest is also a trap. Before opening any of these chests, prepare for a battle against Xande's Clone.

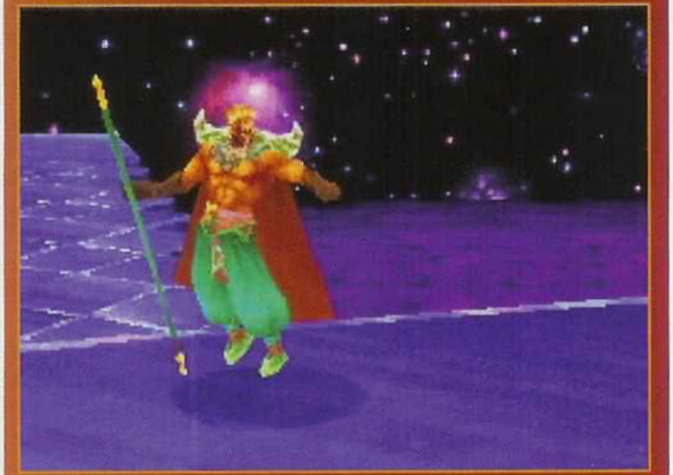
BOSS Xande's Clone

HP	LV	GIL	EXP
39000	49	15000	18600

This enemy is a duplicate of Xande in every way, so utilize the same tactics you used to defeat him originally to claim the Ribbons.



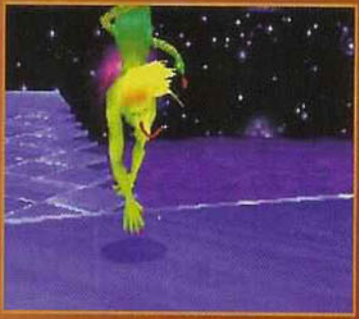
The chest contained Ribbon,
but it's a trap!



BOSS

Echidna

HP	LV	GIL	EXP
99999	55	66666	66666

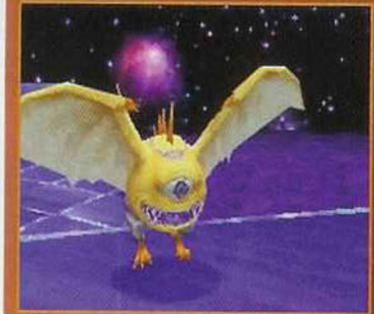


Echidna's physical strikes may inflict Silence, so equip Ribbons on your spell casters. She uses Tornado, Quake, Drain, Death, Flare and Meteor against the party.

BOSS

Ahriman

HP	LV	GIL	EXP
99999	55	66666	66666

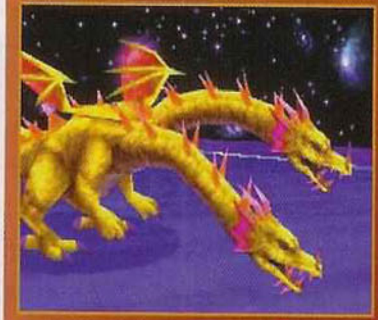


Ahriman's physical attacks will occasionally inflict Petrification. It sometimes restores its health with Curaja. Ahriman will likely cast Blizzaga, Quake and Meteor against your party.

BOSS

Two-Headed Dragon

HP	LV	GIL	EXP
99999	55	66666	66666

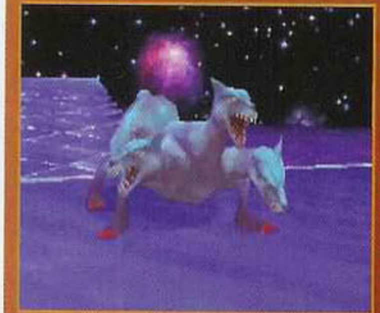


Another enemy whose attacks may inflict Silence, the Two-Headed Dragon always uses physical attacks and has no other special abilities or spells. For this boss, equip gear that has greater Defense and ignore any items that have a Magic Defense bonus.

BOSS

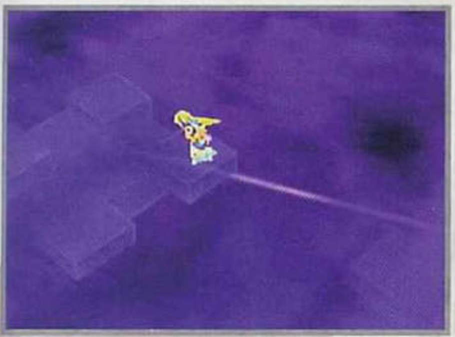
Cerberus

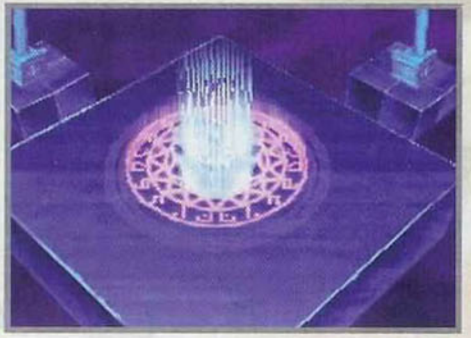
HP	LV	GIL	EXP
99999	55	66666	66666



Cerberus attacks three times each round and its hits may inflict poison. Cerberus sometimes casts Blizzaga, Thundaga or Firaga on the party. The extra action afforded to Cerberus by its extra head makes this a tough battle, so don't be shy about using an Elixir or two to survive.

After finding all four Warriors of the Dark, return to the starting platform in the World of Darkness. Enter the center rune and warp to the final area. Follow the beams of light to the hidden platforms to reach the final warp point.





BOSS

Cloud of Darkness

HP	LV	GIL	EXP
199999	60	79000	149997

In this final battle, Cloud of Darkness acts four times in each round of combat. It sometimes uses Haste and Protect on itself, while hitting the party with powerful swipes with its hands and Bad Breath attack. Expect to see Lightning (which strikes the entire party) each round; this spell puts any character without sufficient Magic Defense in a world of hurt. After depleting a portion of its health, the boss will use Particle Beam on every turn. This powerful attack also strikes the entire party. If anyone in the party lacks sufficient Defense or Magical Defense, this one-two punch could knock him or her out instantly.

It's important to note that even though Cloud of Darkness attacks quite often each turn, its attacks aren't always consecutive. Expect to see rounds of battle during which it performs one or two actions, then pauses while the party moves. Sometimes this is a blessing, as it will enable you to heal between its Lightning and Particle Beam attacks. Other times, it works against you as the boss targets a recently resurrected character and immediately drops his or her health back to 0.

If you have Ribbons for the entire party, the Bad Breath attack will become a welcome respite from Cloud of Darkness' onslaught. If you're short on Ribbons, equip Aegis Shields on those who can use them since they also block negative status effects. Also, you should include at least one character with the ability to use Arise. Don't expect this boss to let up long enough to resurrect a fallen ally with Raise or a Phoenix Down, then take another turn to restore him or her to health.

Plan on consuming your most powerful items, in particular Elixirs and Shuriken. On turns when your party's healer uses Arise, have the injured character use an Elixir if he or she is having a hard time surviving more than one round of attacks.

Preparation is the key to winning this battle. As with all bosses, use your most powerful attacks and magic each turn when you aren't forced to heal or use Arise. Dedicate one character to healing or using Arise each turn, so that you aren't downing an Elixir to restore HP and MP. Remember to equip shields on characters whose jobs allow for it. The reduction in damage taken means much more than the increased damage dealt through dual-wielding. There are some exceptions here, so use some common sense before throwing a Thief into the mix with an Ice Shield!

After the credits roll, save your game. If you haven't completed all the side quests and visited all of the optional areas, then there's still work to do!

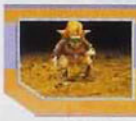
ENEMIES

The enemies you'll encounter in FINAL FANTASY III are listed below. For a checklist of the enemies you've already encountered, use the secret path inside the Gysahl inn, and speak to the man inside the hidden room.

Enemy item drops are also provided. Each entry includes a Drop Percentage and a Drop Number. The Drop Percentage is the overall chance of the enemy dropping an item. The percentage under each rank represents the chances of the specific listed item dropping.

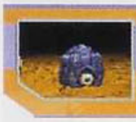
Enemy Drops Table

NO.	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8
	19%	17%	15%	12%	10%	7%	4.50%	1.50%
1	Potion	Potion	Potion	Potion	Hi-Potion	Hi-Potion	Hi-Potion	Phoenix Down
2	Potion	Bomb Fragment	Bomb Fragment	Sheep Pillow	Sheep Pillow	Lamia Scale	Bomb Arm	Bomb Arm
3	Potion	Antarctic Wind	Antarctic Wind	Antarctic Wind	Bacchus's Cider	Bacchus's Cider	Arctic Wind	Arctic Wind
4	Potion	Zeus's Wrath	Zeus's Wrath	Angel's Sigh	Angel's Sigh	Shell Breaker	Heavenly Wrath	Heavenly Wrath
5	Potion	Bomb Fragment	Antarctic Wind	Zeus's Wrath	Silence Seal	Tranquilizer	Angel's Sigh	Angel's Sigh
6	Wooden Arrow	Holy Arrow	Iron Arrow	Ice Arrow	Light Arrow	Fire Arrow	Medusa Arrow	Yoichi Arrow
7	Gold Needle	Gold Needle	Gold Needle	Gold Needle	Gold Needle	Gold Needle	Gold Needle	Gold Needle
8	Eye Drops	Eye Drops	Antidote	Antidote	Eye Drops	Eye Drops	Antidote	Antidote
9	Potion	Maiden's Kiss	Echo Herbs	Mallet	Maiden's Kiss	Echo Herbs	Mallet	Hi-Potion
10	Hi-Potion	Hi-Potion	Hi-Potion	Hi-Potion	Hi-Potion	Hi-Potion	Hi-Potion	Phoenix Down
11	Hi-Potion	Bomb Arm	Bomb Arm	Tranquilizer	Tranquilizer	Silence Seal	Lilith's Kiss	Lilith's Kiss
12	Hi-Potion	Arctic Wind	Arctic Wind	Turtle Shell	Turtle Shell	Black Hole	Raven's Yawn	Raven's Yawn
13	Hi-Potion	Heavenly Wrath	Heavenly Wrath	Tranquilizer	Tranquilizer	Shining Curtain	Chocobo's Wrath	Black Musk
14	Potion	Bomb Arm	Arctic Wind	Heavenly Wrath	Lamia Scale	Bacchus's Cider	Turtle Shell	Earthen Drum
15	Hi-Potion	Black Hole	Lilith's Kiss	Raven's Yawn	Shining Curtain	Shell Breaker	Black Musk	Chocobo's Wrath
16	Elixir	Elixir	Elixir	Elixir	Elixir	Onion Shield	Onion Armor	Onion Sword
17	Elixir	Elixir	Elixir	Elixir	Elixir	Onion Shield	Onion Gauntlets	Onion Sword
18	Elixir	Elixir	Elixir	Elixir	Elixir	Onion Shield	Onion Helm	Onion Sword
19	Elixir	Elixir	Gungnir	Gungnir	--	--	--	--
20	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down
21	Elixir	Elixir	Elixir	Protect Ring	Elixir	Elixir	Elixir	Protect Ring



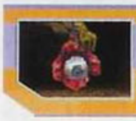
Goblin

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
1	7	10	1	None	6	6	Altar Cave	3%	1



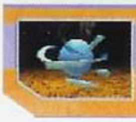
Carbuncle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
1	10	5	2	None	6	6	Altar Cave	3%	1



Eye Fang

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
1	11	7	3	None	7	6	Altar Cave	2%	1



Blue Wisp

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
1	14	10	4	None	7	6	Altar Cave	2%	1

Killer Bee

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
2	18	12	12	Wind	8	6	World Map; Floating Continent	2%	8

Werewolf

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
3	24	14	12	None	9	6	World Map; Floating Continent	3%	1

Berserker

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
4	28	22	14	None	11	6	World Map; Floating Continent	3%	1

Red Wisp

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
5	39	18	70	Light	12	10	Sealed Cave	2%	1

Dark Eye

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
5	43	20	95	Light	12	10	Sealed Cave	2%	1

Zombie

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	47	22	100	Light	14	10	Sealed Cave	3%	1

Mummy

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	52	24	100	Light	15	10	Sealed Cave	3%	1

Skeleton

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	57	26	105	Light	14	10	Sealed Cave	3%	1

Cursed Copper

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	42	52	105	Light	14	10	Sealed Cave	2%	1

Larva

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	44	30	120	Light	15	10	Sealed Cave	2%	8

Shadow

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
7	66	32	120	Light	15	10	Sealed Cave	3%	1

Revenant

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
7	70	34	130	Light	14	10	Sealed Cave	3%	8

Firefly

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	92	36	130	Ice, Wind	17	15	Dragon's Peak	3%	1

Helldiver

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
8	120	38	120	Wind	17	15	Dragon's Peak	2%	7

Rust Bird

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	135	40	150	Wind	18	15	Dragon's Peak	1%	20

Rukh

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	155	42	150	Wind	19	15	Dragon's Peak	3%	1

Basilisk

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	100	44	150	None	18	15	World Map; Floating Continent	3%	1

Bugbear

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	110	46	180	None	20	15	World Map; Floating Continent	3%	1

Mandrake

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	120	48	180	Fire	19	15	World Map; Floating Continent	3%	1

Leprechaun

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	142	52	200	None	16	15	Tozus Tunnel	2%	1

Darkface

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	168	53	200	None	16	15	Tozus Tunnel	2%	1

Petit

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	103	54	200	None	15	15	Nepto Temple	2%	7

Poison Bat

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
9	98	56	220	Wind	15	15	Nepto Temple	2%	8

Lilliputian

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
10	118	58	229	None	17	15	Nepto Temple	2%	1

Wererat

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
10	130	60	220	None	18	15	Nepto Temple	2%	1

Blood Worm

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
11	165	62	240	None	22	15	Nepto Temple	3%	1

Killer Fish

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	135	64	240	Lightning	22	16	World Map; Floating Continent	3%	1

Hermit

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	173	66	240	Lightning	22	16	World Map; Floating Continent	3%	1

Sea Elemental

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
12	155	67	250	Lightning	22	16	World Map; Floating Continent	2%	3

Tangie

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	225	68	250	Lightning	24	16	World Map; Floating Continent	3%	5

Sahagin

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	190	70	150	Lightning	22	16	World Map; Floating Continent	3%	3

Parademon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
16	245	72	270	Fire	27	16	World Map; Floating Continent	3%	6

Griffon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
6	230	40	130	Wind	15	16	Castle Sasune: West Tower	3%	5

Lynx

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
16	265	76	270	None	27	16	World Map; Floating Continent	3%	1

Hornet

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
15	260	78	300	Wind	25	16	World Map; Floating Continent	2%	8

Knocker

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	131	80	300	None	23	16	World Map; Floating Continent	3%	4

Flyer

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
12	139	82	300	Wind	23	16	World Map; Floating Continent	2%	1

Lizardman

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
12	155	84	320	Lightning	24	16	World Map; Floating Continent	3%	1

Gorgon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	145	86	320	None	24	16	World Map; Floating Continent	3%	1

Red Cap

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	252	87	320	None	31	16	World Map; Floating Continent	3%	4

Barometz

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	264	88	330	Fire	31	16	World Map; Floating Continent	3%	1

Slime

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	240	90	330	Fire	28	16	World Map; Floating Continent	2%	5

Tarantula

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	240	92	330	Fire	31	16	World Map; Floating Continent	3%	1

Cuphgel

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	240	94	360	None	31	16	World Map; Floating Continent	3%	1

Pugman

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
14	171	96	360	None	27	17	Tower of Owen	2%	9

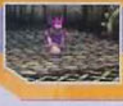
Far Darrig

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
14	177	98	360	None	25	17	Tower of Owen	2%	1

Blood Bat

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
14	208	100	380	Wind	27	17	Tower of Owen	2%	9

Petit Mage



LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
13	196	101	380	None	23	17	Tower of Owen	2%	7

Fury

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
16	216	102	380	Wind	29	17	Tower of Owen	3%	1

Aughisky

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
15	235	105	400	None	28	17	Tower of Owen	2%	1

Bomb

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
16	315	110	400	Ice, Water	31	19	Subterranean Lake	2%	11

Manticore

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	375	112	400	None	32	19	Subterranean Lake	3%	7

Stalagmite

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	284	115	400	None	30	19	Subterranean Lake	3%	7

Sea Devil

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	339	116	450	Lightning	31	19	Subterranean Lake	3%	3

Merman

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	345	118	450	Lightning	31	19	Subterranean Lake	3%	3

Ruinous Wave

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
16	296	120	450	Lightning	30	19	Subterranean Lake	2%	3

Balloon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	386	125	450	Ice, Water	33	19	Molten Cave	2%	11

Myrmecoleon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	494	130	500	None	35	19	Molten Cave	3%	7

Crocotta

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	500	135	500	Ice, Water	35	19	Molten Cave	3%	2

Adamantoise

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
21	800	270	700	Ice, Water	40	19	Molten Cave	5%	3

Red Marshmallow

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
18	510	140	500	Ice, Water	34	19	Molten Cave	2%	2

Pharaoh

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
20	580	145	600	Light	41	19	Hein's Castle	3%	8

Lemur

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	752	150	600	Light	38	19	Hein's Castle	2%	5

Lamia

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	850	310	840	None	44	19	Hein's Castle	5%	5

Demon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	742	316	1008	Light	45	19	Hein's Castle	3%	6

Dullahan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	1000	320	1008	None	48	19	Hein's Castle	5%	1

Anet

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
14	268	100	400	Lightning	25	19	World Map; Floating Continent	2%	3

Mermaid

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
15	364	123	450	Lightning	25	19	World Map; Floating Continent	3%	3

Seahorse

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
14	278	119	450	Lightning	25	19	World Map; Floating Continent	2%	3

Sea Serpent

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	530	406	700	Lightning	30	19	World Map; Floating Continent	5%	3

Cockatrice

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
20	890	185	800	None	44	19	Cave of Tides	3%	7

Poison Toad

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	800	190	900	Lightning	40	19	Cave of Tides	2%	1

Twin Heads

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	910	195	900	None	42	19	Cave of Tides	3%	1

Roper

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
20	815	200	900	Lightning	43	19	Cave of Tides	2%	14

Agaliarept

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
21	930	210	1000	Lightning	45	19	Cave of Tides	3%	1

Darklegs

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
22	940	220	1000	Fire	41	20	Amur: Sewers	3%	1

Gigantoad

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
20	838	230	1000	Lightning	41	20	Amur: Sewers	3%	1

Twin Liger

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
22	960	240	1100	None	43	20	Amur: Sewers	3%	1

Stroper

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
21	1100	250	1100	Lightning	41	20	Amur: Sewers	2%	1

Black Flan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
22	880	260	1100	Fire	44	20	World Map; Surface World	2%	14

Hellgaroo

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
22	888	270	1250	None	44	20	World Map; Surface World	2%	1

Vulcan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
26	2200	560	1750	Ice, Water	50	20	World Map; Surface World	5%	11

Dracrocotta

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	1050	290	1250	Ice	44	20	World Map; Surface World	3%	1

Magician

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	1040	300	1400	None	43	20	World Map; Surface World	3%	13

Lost Gold

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	928	310	1400	None	38	22	Goldor's Manor	2%	7

Gold Eagle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
23	935	320	1400	Wind	43	22	Goldor's Manor	2%	7

Gold Warrior

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
24	1130	330	1500	None	47	22	Goldor's Manor	3%	7

Gold Bear

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
24	1090	340	1500	None	49	22	Goldor's Manor	3%	7

Gold Knight

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
25	1100	350	1500	None	48	22	Goldor's Manor	3%	7

Nightmare

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
25	1120	360	1900	None	48	22	Goldor's Manor	3%	7

Hellgaroo Mage

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
25	1093	370	1400	None	49	22	World Map; Surface World	2%	10

Needle Monkey

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
25	1100	380	1400	None	48	22	World Map; Surface World	2%	15

Catoblepas

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
26	1260	390	1600	None	54	22	World Map; Surface World	3%	7

Sorceror

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
26	1270	400	1600	None	51	22	World Map; Surface World	3%	12

Sand Worm

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
26	1290	420	1920	None	53	22	World Map; Surface World	3%	10

Frost Fly

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	1200	430	1920	Fire, Wind	54	23	World Map; Surface World	3%	12

Simurgh

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	1220	450	2080	Wind	55	23	World Map; Surface World	3%	10

Harpy

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
30	1650	460	2080	Wind	56	23	World Map; Surface World	3%	10

Gargoyle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	1240	470	2400	Wind	56	23	World Map; Surface World	3%	10

Chimera

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	1250	475	2400	None	57	23	World Map; Surface World	3%	7

Demon Horse

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	710	480	2640	None	36	23	Cave of the Circle	3%	10

Rock Gargoyle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	720	490	2640	Wind	36	23	Cave of the Circle	3%	11

Bovian

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	730	500	2640	None	36	23	Cave of the Circle	3%	10

Dread Knight

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	740	510	2880	None	36	23	Cave of the Circle	3%	14

Abtu

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	1128	550	2880	Lightning	54	24	World Map; Surface World	2%	10

Sea Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
27	2550	1120	4680	Lightning	57	24	World Map; Surface World	5%	10

Kagura

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
29	1143	580	3120	Lightning	54	24	World Map; Surface World	2%	10

Charybdis

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
30	1350	600	3120	Lightning	57	24	World Map; Surface World	3%	10

Dozmare

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
31	1650	780	4400	Wind	58	24	Sunken Cave	3%	10

Sea Witch

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
31	1660	800	4800	Lightning	58	24	Sunken Cave	3%	12

Killer Hermit

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
31	1680	820	4800	Lightning	59	24	Sunken Cave	3%	12

Ologhai

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
30	1415	840	4800	Lightning	58	24	Sunken Cave	2%	12

Kelpie

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
30	1420	850	5600	Lightning	58	24	Sunken Cave	2%	12

Aegir

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
31	1740	860	5600	Lightning	58	24	Sunken Cave	3%	12

Kyklops

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
32	1580	720	4000	None	66	24	Saronia Catacombs	3%	13

Flyer Mage

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	680	520	2880	Wind	36	23	Cave of the Circle	2%	10

Noggle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
30	1210	540	2880	Lightning	56	24	World Map; Surface World	3%	10

Boss Troll

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
32	1600	740	4000	None	66	24	Saronia Catacombs	3%	12

Fachan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
32	1620	745	5600	None	65	24	Saronia Catacombs	3%	11

Cenchos

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
32	4000	1500	6600	Lightning	69	24	Saronia Catacombs	5%	12

Balor

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
32	1660	760	4400	None	65	24	Saronia Catacombs	3%	12

Dira

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
33	5000	610	3280	Wind	73	25	Temple of Time	3%	10

Chimera Mage

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
33	1540	615	3280	None	69	25	Temple of Time	3%	7

King Lizard

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
33	1560	620	3280	Lightning	68	25	Temple of Time	3%	10

Pterodactyl

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
33	1570	640	3280	Wind	68	25	Temple of Time	3%	10

Wyvern

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
36	1825	1300	6000	Wind	78	26	Temple of Time	5%	10

Behemoth

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	12650	4668	6900	None	84	26	Temple of Time	5%	10

King Seahorse

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
33	1405	680	3600	Lightning	68	25	Temple of Time	2%	10

Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	11000	9000	7200	None	85	26	Temple of Time	5%	10

Pyralis

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	6550	1760	14400	Ice, Water	81	26	Ancient Ruins	5%	10

Silenus

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
35	2120	900	1020	Dark Blade	74	25	Falgabard: Hidden Cave	1%	10

Gaap

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
34	1800	623	1020	Dark Blade	73	25	Falgabard: Hidden Cave	1%	10

Azrael

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
34	1950	640	1020	Dark Blade	73	25	Falgabard: Hidden Cave	1%	10

Eater

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
35	2700	945	1020	Dark Blade	74	25	Falgabard: Hidden Cave	1%	10

Ouroboros

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
36	2660	1300	7200	Lightning	81	26	Lake Dohr	3%	7

Plancti

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
35	2260	1223	7200	Lightning	76	26	Lake Dohr	2%	10

Sea Lion

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
35	2275	1325	7600	Lightning	76	26	Lake Dohr	2%	10

Remora

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
36	2720	1354	7600	Lightning	81	26	Lake Dohr	3%	10

Grenade

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
46	2305	1400	7600	Ice, Water	82	26	Bahamut's Lair	2%	11

Drake

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	3260	1650	7600	Wind	83	26	Bahamut's Lair	3%	10

Greater Boros

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	3280	1700	7600	Lightning	83	26	Bahamut's Lair	3%	7

Sabertooth Liger

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	3300	1800	7600	None	83	26	Bahamut's Lair	3%	10

Queen Lamia

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
39	7200	4400	12000	None	86	27	Bahamut's Lair	5%	10

Zombie Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
41	11000	2880	15000	Light	90	27	Ancient Ruins	5%	10

Death Claw

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	3800	680	7500	None	85	26	Cave of Shadows	3%	15

Hellish Horse

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	4360	690	8000	None	87	26	Cave of Shadows	3%	10

Chronos

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	4100	320	1280	Dark Blade	86	26	Cave of Shadows	1%	10

Valefor

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	4240	320	1280	Dark Blade	88	26	Cave of Shadows	1%	10

Haniel

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
37	3400	1450	1280	Dark Blade	82	26	Cave of Shadows	1%	10

Vassago

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
38	4440	320	1280	Dark Blade	88	26	Cave of Shadows	1%	10

Peryton

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
41	9650	2400	9600	Wind	92	27	Doga's Grotto	5%	10

Ogre

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
39	5680	950	6800	None	93	26	Doga's Grotto	3%	10

Cyclops

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
39	4700	1000	6800	None	91	26	Doga's Grotto	3%	10

Nemesis

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
39	4720	1050	6800	Fire	89	26	Doga's Grotto	3%	10

Humbaba

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
39	6740	1100	6800	None	91	26	Doga's Grotto	3%	10

Death Needle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
40	4060	1550	6400	None	91	28	World Map; Surface World	2%	10

Liger

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
41	5870	1200	6400	None	92	28	World Map; Surface World	3%	10

Aeon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
43	10060	3200	10200	None	98	28	World Map; Surface World	5%	10

Minotaur

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
41	5960	1640	6800	None	93	28	World Map; Surface World	3%	10

Iron Claws

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
41	5760	2000	7600	None	93	28	Ancient's Maze	3%	10

Greater Demon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
42	10750	4800	11400	Light	97	28	Ancient's Maze	5%	10

Unei's Clone

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
42	10000	8500	14400	None	96	28	Ancient's Maze	—	—

Thanatos

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
42	11800	5000	11400	None	98	28	Ancient's Maze	5%	10

Bone Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
43	14000	7800	11400	Light	95	28	Ancient's Maze	5%	10

King Behemoth

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
50	45000	10800	15200	None	112	28	Ancient's Maze	10%	21

Abaia

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
42	6970	2700	8000	None	93	29	Eureka	3%	13

Sleipnir

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
43	7000	2800	8000	None	94	29	Eureka	3%	13

Haokah

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
43	7200	2900	8000	None	93	29	Eureka	3%	13

Acheron

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
44	13600	6600	12000	None	102	29	Eureka	5%	13

Oceanus

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
44	13200	6800	12600	None	100	29	Eureka	5%	13

Gomory

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
45	19976	7000	12600	None	98	29	Crystal Tower	5%	15

Bluck

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
44	6720	1655	8400	None	94	29	Crystal Tower	2%	15

Doga's Clone

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
45	18500	5000	16000	None	96	29	Crystal Tower	—	—

Azer

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
45	17560	7400	13200	Ice, Water	106	30	Crystal Tower	5%	15

Platinal

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
47	19976	7600	13200	None	107	30	Crystal Tower	5%	15

Kum Kum

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
46	9600	3600	8800	None	84	30	Crystal Tower	3%	15

Shinobi

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
46	11000	3700	8800	None	102	30	Crystal Tower	3%	15

Shadow Master

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
46	10000	3800	8800	None	100	30	World of Darkness	5%	15

Kage

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
47	12000	3900	9200	None	104	30	World of Darkness	5%	15

Dark General

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
48	20000	8600	13800	None	110	30	Crystal Tower	5%	10

Yellow Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
50	79999	12000	30000	None	107	40	Crystal Tower	100%	18

Green Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
60	89999	13330	45000	None	129	45	Crystal Tower	100%	17

Red Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
70	99999	14666	60000	None	150	50	Crystal Tower	100%	16

Glasya Labolas

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
52	22800	8400	13800	None	112	31	Crystal Tower	5%	15

Yormungand

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
52	30560	8800	13800	None	134	31	World of Darkness	5%	15

Thor

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
50	12540	4000	9600	None	105	30	World of Darkness	3%	13

Hecatoncheir

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
43	28000	8000	14400	None	89	32	Ancient's Maze	5%	15

Hydra

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
63	33800	8500	14400	None	123	32	World of Darkness	5%	12

Queen Scylla

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
52	34760	10000	14400	None	107	32	World of Darkness	5%	15

Garm

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
52	19960	6700	14400	None	107	32	World of Darkness	5%	15

Twin Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
54	34920	11000	15000	None	131	32	World of Darkness	5%	15

Land Turtle

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
4	111	500	20	None	8	6	Altar Cave	8%	3

Djinn

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
7	600	1400	200	Ice, Water	20	8	Sealed Cave	8%	2

Nepto Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
???	???	???	???	???	???	???	World Map; Floating Continent	—	—

Giant Rat

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
11	900	1500	1200	None	24	29	Nepto Temple	8%	5

Medusa

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	3000	2600	1680	None	35	22	Tower of Owen	8%	10

Gutsco

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
17	3500	3500	2304	None	35	24	Subterranean Lake	8%	10

Salamander

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
19	5700	3700	2744	Ice, Water	41	25	Molten Cave	8%	10

Hein

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
22	4500	4300	3464	None	47	26	Hein's Castle	8%	10

Kraken

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
24	8000	5500	5280	Lightning	55	27	Cave of Tides	8%	10

Goldor

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
26	9000	9900	6560	None	53	28	Goldor Manor	8%	10

Garuda

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
28	10000	10200	8800	Wind	57	29	Castle Saronia	8%	10

Odin

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
40	31000	16800	20000	None	81	35	Saronia Catacombs	—	19

Leviathan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
42	32000	17100	20000	Lightning	85	36	Lake Dohr	8%	10

Bahamut

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
45	34000	16500	20000	Wind	90	37	Bahamut's Lair	8%	10

Doga

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
45	22800	12000	13600	None	89	40	Doga's Grotto	8%	10

Unei

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
44	21800	12600	16000	None	86	42	Doga's Grotto	8%	10

Titan

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
46	29000	13500	27600	None	96	44	Cave of Shadows	8%	10

Ninja

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
47	24000	14400	28400	None	96	46	Eureka	8%	15

Amon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
48	33500	20350	26800	None	96	46	Eureka	8%	10

Kunoichi

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
48	29000	14500	29200	None	96	46	Eureka	8%	15

General

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
48	35000	15600	30000	None	105	46	Eureka	8%	10

Guardian

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
49	33700	16500	31600	None	107	46	Eureka	8%	10

Scylla

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
49	35000	16200	10800	None	104	46	Eureka	8%	10

Xande

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
50	49999	250000	34000	None	110	48	Crystal Tower	8%	10

Xande's Clone

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
49	39000	15000	24800	None	109	45	World of Darkness	—	—

Cerberus

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
55	99999	66666	66666	None	123	46	World of Darkness	8%	10

Two-Headed Dragon

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
55	99999	66666	66666	None	151	46	World of Darkness	8%	10

Echidna

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
55	99999	66666	66666	None	117	46	World of Darkness	8%	10

Ahriman

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
55	99999	66666	66666	Wind	107	46	World of Darkness	8%	10

Cloud of Darkness

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
60	120000	70000	99999	None	120	55	World of Darkness	—	—

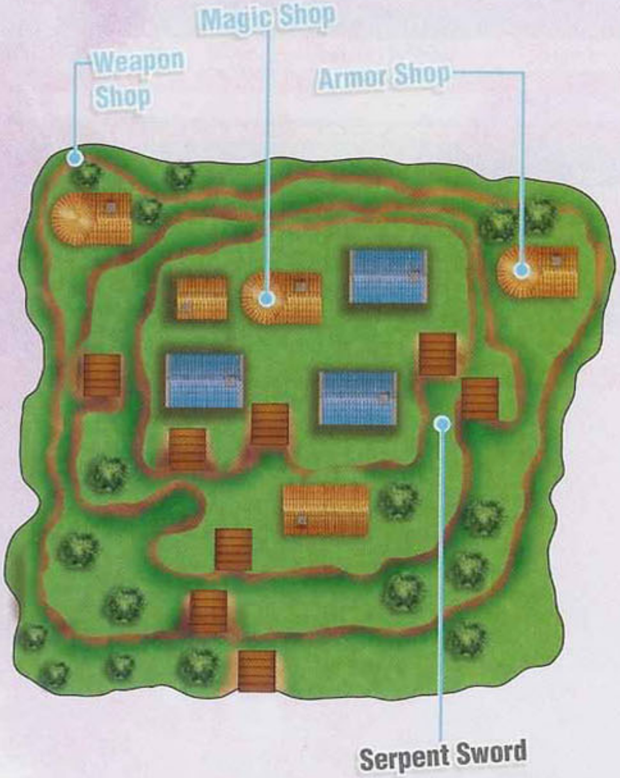
Iron Giant

LV	HP	Gil	EXP	Weakness	Att.	Def.	Location	Drop %	Drop #
81	199999	99999	99999	None	255	155	Underwater Cave	—	—

Optional Areas

The following sections discuss some of the optional areas in the game. Read on to learn more about these areas.

VILLAGE OF THE ANCIENTS



Speak with the locals to learn more about the nature of the floating continent. For a special challenge, find the red haired boy on the right side of the second level. He offers a prize (**Gnomish Bread**) for riding a chocobo around the world. There is a Chocobo Woods just outside of the village.

I'll give you a prize if you run around the edge of the continent on a chocobo!

SHOPS

INN 120 gil

HP/MP WELLSPRING

REVIVE WELLSPRING

What to Buy in Village of the Ancients

Many of the items for sale are found in chests in dungeons, but the **Light Staff** is found only here! Have at least one Light Staff available for White or Red Mages (whoever you use as a healer) to use at sea and the Cave of Tides. Pick up any necessary spells from the magic shop as well. Teleport is a great way to quickly leave a dungeon if you run into trouble and don't think you can survive the trip back to the entrance (or you just want a fast way out). It's definitely a worthwhile investment.

ARMOR SHOP

ITEM	COST	DEF.	NOTE
Shell Armor	1250 gil	18	N/A
Flame Mail	2400 gil	21	N/A
Headband	1200 gil	8	N/A
Kenpo Gi	2000 gil	20	N/A
Mage Robe	2000 gil	13	N/A

WEAPON SHOP

ITEM	COST	ATT.	NOTE
Serpent Sword	1500 gil	25	Deals lightning damage.
Fire Staff	3500 gil	20	Casts Fire.
Ice Staff	3500 gil	20	Casts Blizzard.
Light Staff	3500 gil	20	Casts Thunder.
Killer Bow	4000 gil	26	N/A
Fire Arrow	150 gil	17	Deals fire damage.
Ice Arrow	150 gil	17	Deals ice damage.
Light Arrow	150 gil	17	Deals lightning damage.

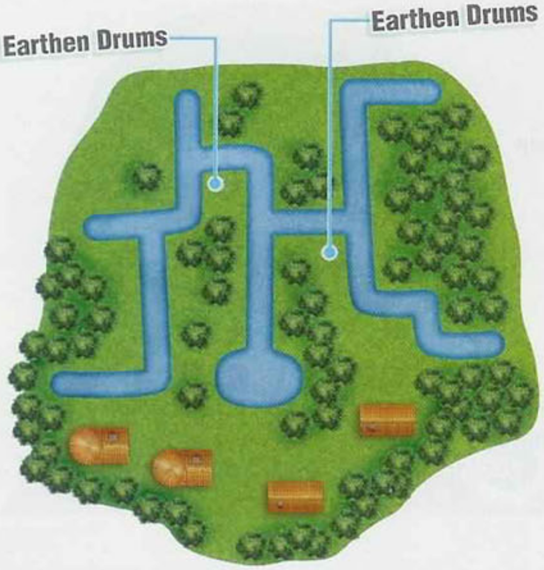
ITEM SHOP

ITEM	COST	EFFECT
Potion	50 gil	Restores 50 HP.
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.

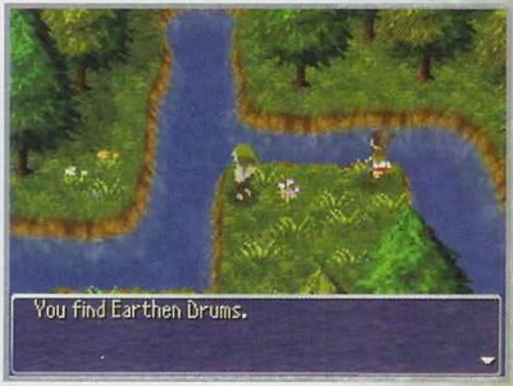
MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Sight	100 gil	White	1	Displays an expanded map.
Fira	1500 gil	Black	3	Deals fire damage.
Blizzara	1500 gil	Black	3	Deals ice damage.
Thundara	1500 gil	Black	3	Deals lightning damage.
Cura	1500 gil	White	3	Restores a large amount of HP.
Teleport	1500 gil	White	3	Teleports party out of dungeons.
Blindna	1500 gil	White	3	Removes blind.

DUSTER



Speak with the inhabitants of the village for some odd insights into the world of *FINAL FANTASY III*. Check the corner opposite the bard who plays the "Acquire Item" song to pick up **Earthen Drums**. There's another **Earthen Drums** item in the clearing just to the east and across the river.



You find Earthen Drums.

SHOPS

INN 320 gil
HP/MP WELLSPRING
REVIVE WELLSPRING

What to Buy in Duster

All of the armor types (except Gaia Vest) and a few Harps are unique to Duster's shop. If you plan on using a Bard, you will need multiple types of Harps, so grab them here.

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Gaia Vest	7600 gil	35	N/A
Bard Vest	5500 gil	32	N/A
Feathered Hat	6000 gil	10	N/A
Rune Bracers	5000 gil	11	Protects against certain status ailments.

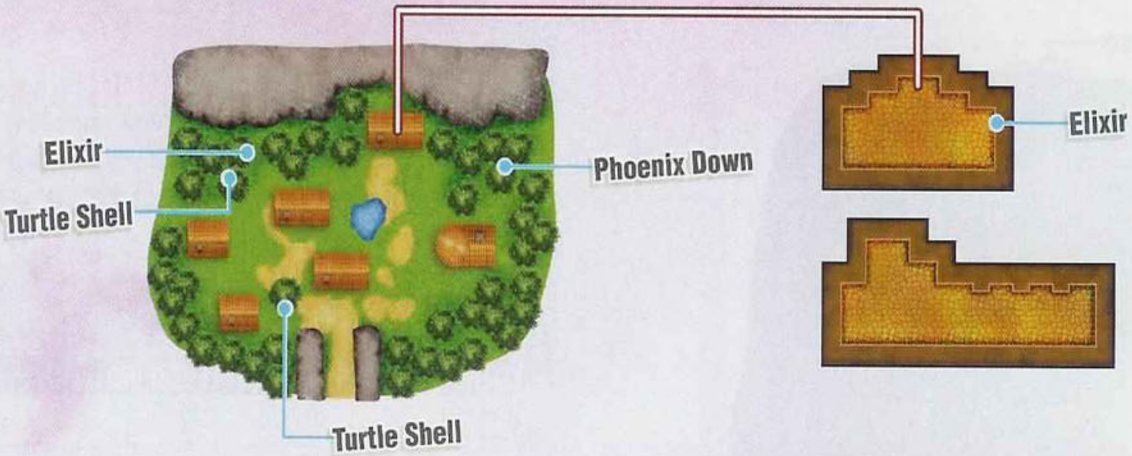
WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Diamond Bell	4500 gil	42	N/A
Madhura Harp	10000 gil	60	N/A
Loki Harp	10000 gil	60	N/A
Lamia Harp	12000 gil	60	Inflicts confusion.
Dream Harp	12000 gil	60	Inflicts sleep.

ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Maiden's Kiss	100 gil	Removes toad.
Echo Herbs	100 gil	Removes silence.
Mallet	100 gil	Shrinks and unshrinks target.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Gysahl Greens	150 gil	It could be used to attract something...

REPLITO



SHOPS

INN 200 gil

HP/MP WELLSPRING

REVIVE WELLSPRING

What to Buy in Replito

The main thing to think about here is the number of copies of each Summon spell you want to purchase. On your first visit to Replito, Evoker is the only job who can use these spells. After you discover Summoner and Sage, however, you may want extra copies of some Summons.

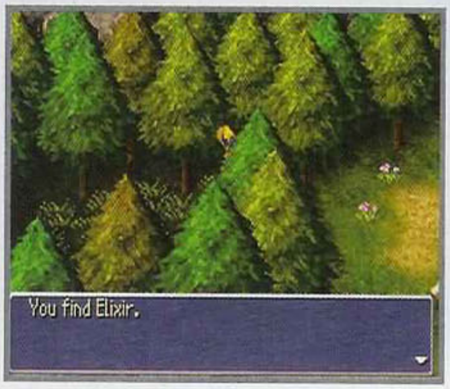
ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Echo Herbs	100 gil	Removes silence.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Ottershroom	2000 gil	Teleports party out of dungeons.
Gysahl Greens	150 gil	It could be used to attract something...
Gnomish Bread	200 gil	Displays an expanded map.

MAGIC SHOP

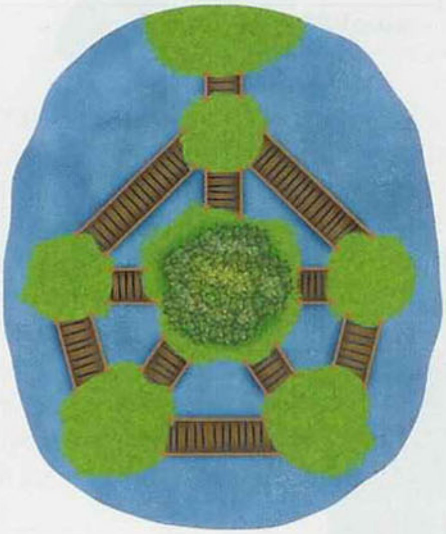
ITEM	COST	TYPE	LV	DESCRIPTION
Escape	1 gil	Summon	1	Summons Chocobo.
Icen	7000 gil	Summon	2	Summons Shiva.
Spark	7000 gil	Summon	3	Summons Ramuh.
Heatra	7000 gil	Summon	4	Summons Ifrit.
Hyper	7000 gil	Summon	5	Summons Titan.

Check the treeline in the back of the village for an **Elixir**. There's a Gulgan standing in the clearing. Check around the area for a **Phoenix Down**. The house with a blue roof in the northwest corner has a hidden entrance. Scout around the interior of the house until you uncover an **Elixir**. Grab the pair of **Turtle Shells** and speak with the citizens before leaving the area.



You find Elixir.

DOGA'S VILLAGE



To reach this magic superstore, wait until the Nautilus gains the ability to submerge. Fly to the eastern tip of Dalg, then go underwater there. Follow the underwater channel that leads underneath the island. Return to the surface at the end of the tunnel.

SHOPS

What to Buy in Doga's Village

If you're looking to buy magic, this is the right spot. Pick up whatever magic is necessary to round out your party's spellbooks. There are other places to pick up these spells, but Doga's Village is the most convenient for buying everything you may need.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Fira	1500	Black	3	Deals fire damage.
Blizzara	1500	Black	3	Deals ice damage.
Thundara	1500	Black	3	Deals lightning damage.
Cura	1500	White	3	Restores a large amount of HP.
Teleport	1500	White	3	Teleports party out of dungeons.
Blindna	1500	White	3	Removes blind.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Break	3000 gil	Black	4	Inflicts petrification.
Blizzaga	3000 gil	Black	4	Deals ice damage.
Shade	3000 gil	Black	4	Inflicts paralysis.
Libra	3000 gil	White	4	Displays weak points.
Confuse	3000 gil	White	4	Inflicts confusion.
Silence	3000 gil	White	4	Inflicts silence.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Thundaga	5000 gil	Black	5	Deals lightning damage.
Raze	5000 gil	Black	5	Causes instant KO to weak enemies.
Erase	5000 gil	Black	5	Dispels beneficial magic.
Curaga	5000 gil	White	5	Restores a great deal of HP.
Raise	5000 gil	White	5	Revives ally.
Protect	5000 gil	White	5	Increases defense.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Firaga	10000 gil	Black	6	Deals fire damage.
Bio	10000 gil	Black	6	Deals non-elemental damage.
Warp	10000 gil	Black	6	Creates a rift to another dimension.
Aeroga	10000 gil	White	6	Deals wind damage.
Stona	10000 gil	White	6	Removes petrification.
Haste	10000 gil	White	6	Increases attack speed.
Curaga	5000 gil	White	5	Restores a great deal of HP.
Raise	5000 gil	White	5	Revives ally.

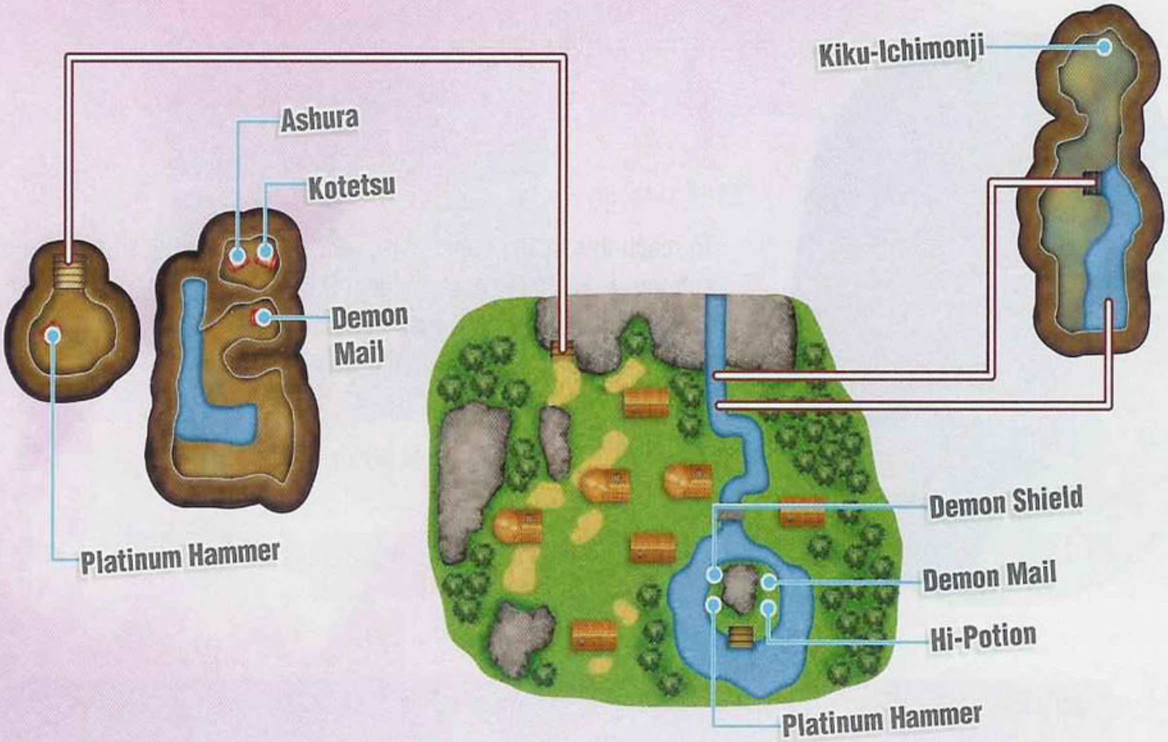
MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Quake	20000 gil	Black	7	Deals earth damage.
Breakga	20000 gil	Black	7	Inflicts petrification.
Drain	20000 gil	Black	7	Absorbs life.
Curaja	20000 gil	White	7	Restores a massive amount of HP.
Esuna	20000 gil	White	7	Removes all status ailments.
Reflect	20000 gil	White	7	Creates a magic-reflecting barrier.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Escape	1 gil	Summon	1	Summons Chocobo.
Icen	7000 gil	Summon	2	Summons Shiva.
Spark	7000 gil	Summon	3	Summons Ramuh.
Heatra	7000 gil	Summon	4	Summons Ifrit.
Hyper	7000 gil	Summon	5	Summons Titan.

FALGABARD



SHOPS

INN 640 gil

~~HP/MP WELLSPRING~~

~~REVIVE WELLSPRING~~

What to Buy in Falgabard

Pass on Ashura, Demon Mail and Demon Shield because you can find all of them around Falgabard for free. **Yoichi Bow** is a decent investment for a Ranger in search of an upgrade. **Yoichi Arrows** have the highest Attack rating of all arrows, so stock up on them for any Rangers in your party.

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Demon Mail	25000 gil	38	N/A
Demon Shield	12500 gil	12	Protects against some status ailments.

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Ashura	16000 gil	100	Effective against dividing enemies.
Yoichi Bow	42000 gil	75	N/A
Yoichi Arrow	500 gil	40	N/A
Demon Axe	40000 gil	116	N/A

ITEM SHOP

ITEM	COST	EFFECT
Hi-Potion	600 gil	Restores 500 HP.
Gold Needle	100 gil	Removes petrification.
Echo Herbs	100 gil	Removes silence.
Eye Drops	40 gil	Removes blind.
Antidote	80 gil	Removes poison.
Ottershroom	2000 gil	Teleports party out of dungeons.
Gysahl Greens	150 gil	It could be used to attract something...
Gnomish Bread	200 gil	Displays an expanded map.

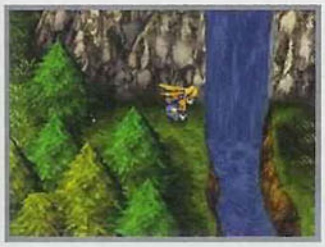
MAGIC SHOP

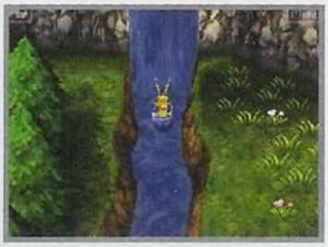
ITEM	COST	TYPE	LV	DESCRIPTION
Fira	1500 gil	Black	3	Deals fire damage.
Blizzara	1500 gil	Black	3	Deals ice damage.
Thundara	1500 gil	Black	3	Deals lightning damage.
Cura	1500 gil	White	3	Restores a large amount of HP.
Teleport	1500 gil	White	3	Teleports party out of dungeons.
Blindna	1500 gil	White	3	Removes blind.

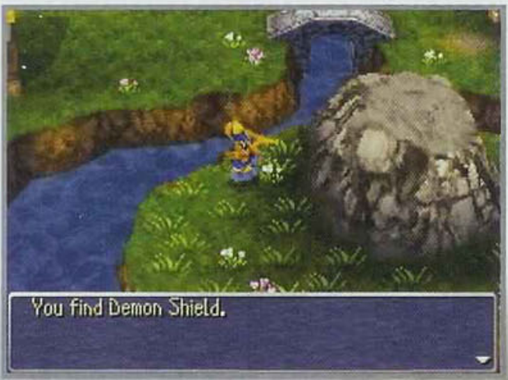
ENCOUNTERS IN FALGABARD CAVE

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Silenus	2120	35	900	1020	74	25	Dark Blade
Gaap	1800	34	623	1020	73	25	Dark Blade
Azrael	1950	34	640	1020	73	25	Dark Blade
Eater	2700	35	945	1020	74	25	Dark Blade

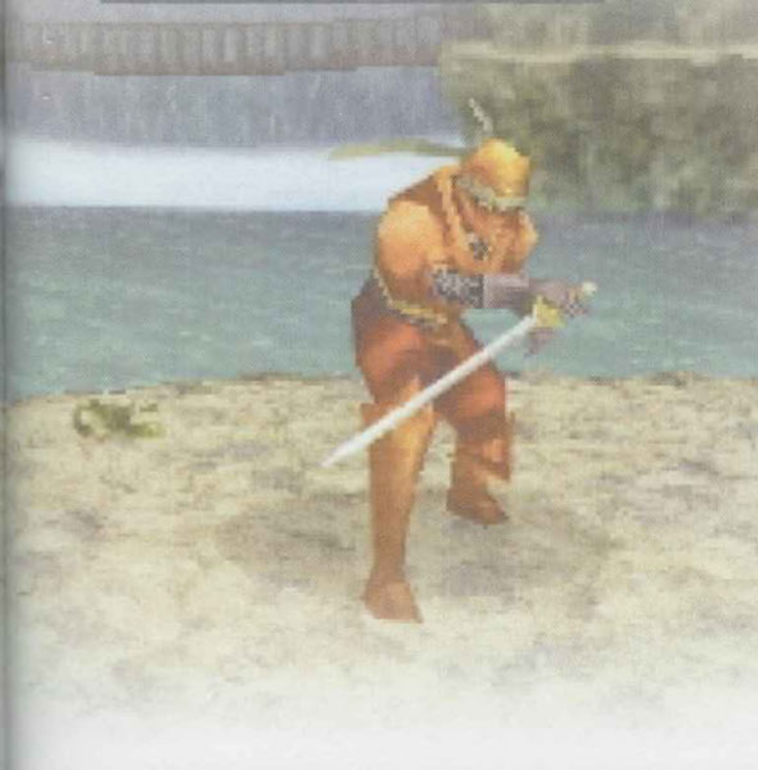
To reach Falgabard, fly The Invincible west from Saronia through a narrow valley in the mountain range. There are two smaller mountains that The Invincible can clear just inside the valley, off to the south. Continue west until Falgabard comes into view. Falgabard harbors two secret areas worth investigating. The first spot to visit is behind the waterfall at the north end of town. Ignore the man in orange at the back of the cave for now and take the stairs into the water. Follow the stream to the island in the pond and check around the rock until you uncover some items. Return to the cave and speak with the man in orange to trigger a fight.





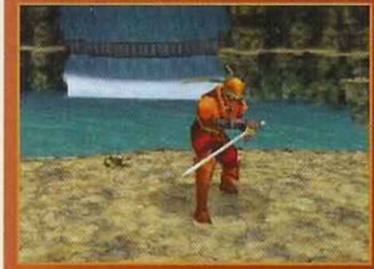


You find Demon Shield.



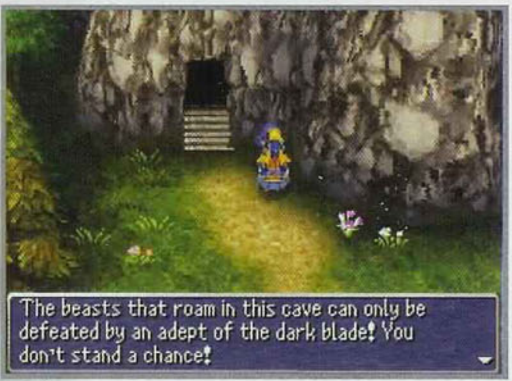
BOSS Shinobi

HP 11000 **LV** 46 **GIL** 3700 **EXP** 8800



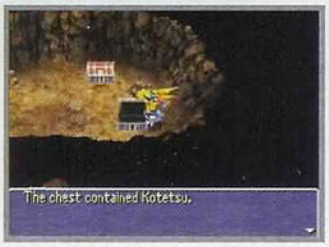
Shinobi's melee attack will occasionally inflict poison. Unlike most boss encounters, Shinobi attacks only once per round. As long as everyone is close to this enemy's level, this battle should go smoothly. If you don't have Poisona or Esuna handy to remove poison, just use Antidotes. After defeating Shinobi, he hands over a Kiku-Ichimonji.

The next stop is the cave entrance located slightly west of the waterfall. Heed the warning given just outside the cave, though! The enemies inside divide if struck with a melee attack not from a Dark Blade (katana). There are four chests to grab and two hidden paths in the walls to traverse to find them. If you haven't been to Cave of Shadows, this area is an excellent training ground for the encounters there.



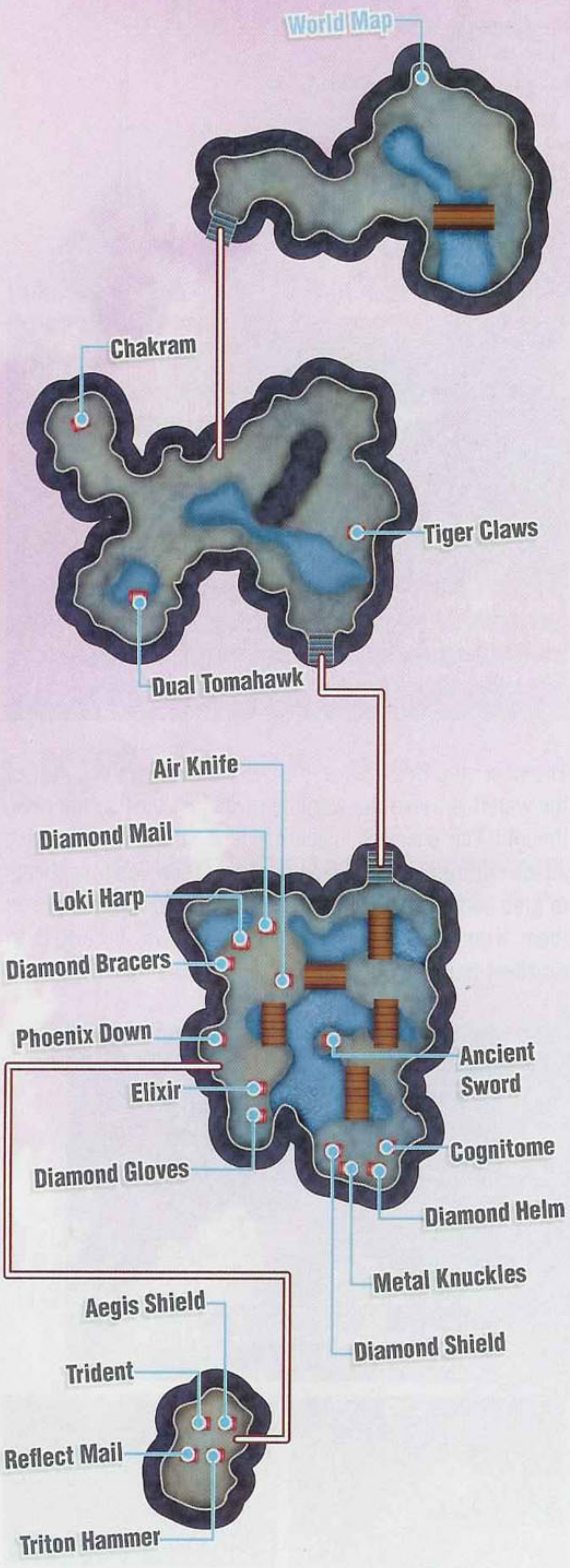
The beasts that roam in this cave can only be defeated by an adept of the dark blade! You don't stand a chance!

Refia 2427/2427
Ingus 1573/2452
Arc 2170/2456
Luneth 1284/2290



The chest contained Kotetsu.

SUNKEN CAVE


World Map
Chakram
Tiger Claws
Dual Tomahawk
Air Knife
Diamond Mail
Loki Harp
Diamond Bracers
Phoenix Down
Ancient Sword
Elixir
Cognitome
Diamond Gloves
Diamond Helm
Metal Knuckles
Diamond Shield
Aegis Shield
Trident
Reflect Mail
Triton Hammer

ENCOUNTERS IN SUNKEN CAVE

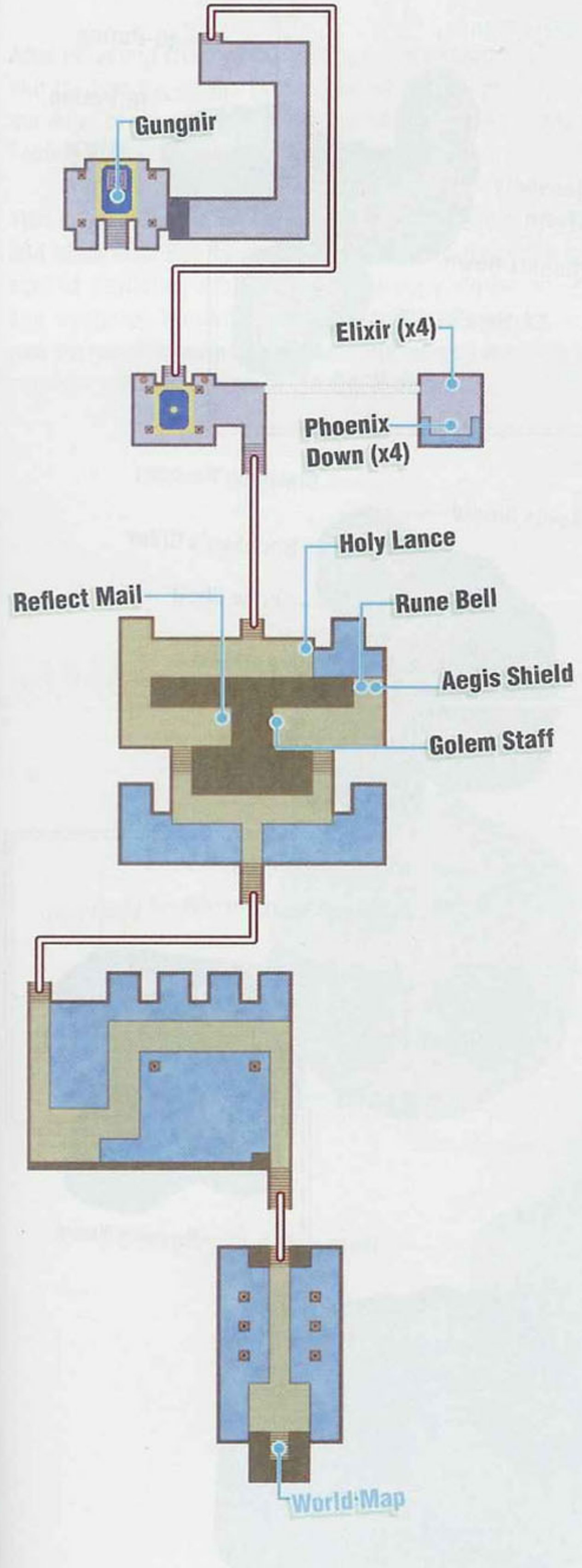
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Dozmare	1650	31	780	4400	58	24	Wind
Sea Witch	1660	31	800	4800	58	24	Lightning
Killer Hermit	1680	31	820	4800	59	24	Lightning
Ologhai	1415	30	840	4800	58	24	Lightning
Kelpie	1420	30	850	5600	58	24	Lightning
Aegir	1740	31	860	5600	58	24	Lightning
Kyklops	1580	32	720	4000	66	24	None
Eater	2700	35	945	1020	74	25	Dark Blade
Death Claw	3800	38	680	7500	85	26	None
Zombie Dragon	11000	41	2880	15000	90	27	Light
Peryton	9650	41	2400	9600	92	27	Wind

The Sunken Cave is the place to go to pick up some nice equipment upgrades in bulk. This area is located underneath the island that is shaped like a triangle. You must use the airship Nautilus to reach it.

There are four chests (the ones holding **Aegis Shield**, **Trident**, **Reflect Mail** and **Triton Hammer**) that are traps. These chests are guarded by Zombie Dragon, Eater, Death Claw, and Peryton, respectively.

The chest contained Aegis Shield,
but it's a trap!

SARONIA CATACOMBS



GUARDED CHESTS

The chests containing Elixirs and Phoenix Downs in the hidden room are guarded by the enemies Ourboros (Elixirs) and Cenchos (Phoenix Downs).

ENCOUNTERS IN SARONIA CATACOMBS

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Kyklops	1580	32	720	4000	66	24	None
Boss Troll	1600	32	740	4000	66	24	None
Fachan	1620	32	745	5600	65	24	None
Cenchos	4000	32	1500	6600	69	24	Lightning
Balor	1660	32	760	4400	65	24	None

There is an underwater entrance to Saronia's catacombs just south of Saronia. You likely had a sneak peek at this area when you explored Saronia Castle after defeating Garuda, but access to this area was blocked at that time. Dive underwater just south of the city (use the airship Nautilus). Why would you want to visit this area? Odin awaits inside and he lends his power in the form of the Summon spell "Catastro" to the party. To receive it, though, you must first defeat him in battle!

Before you undertake the trip into Saranoia's catacombs, wait until you have a Thief with a minimum job level of 71. Odin carries a powerful polearm called Gungnir and the easiest way to get it out of him is to steal it during battle.

Obtained Gungnir!

Refia 1624/1624
Luneth 1537/1537
Ingus 1668/1668
Arc 1622/1622

Obtained the summoning spell, Catastro!

BOSS

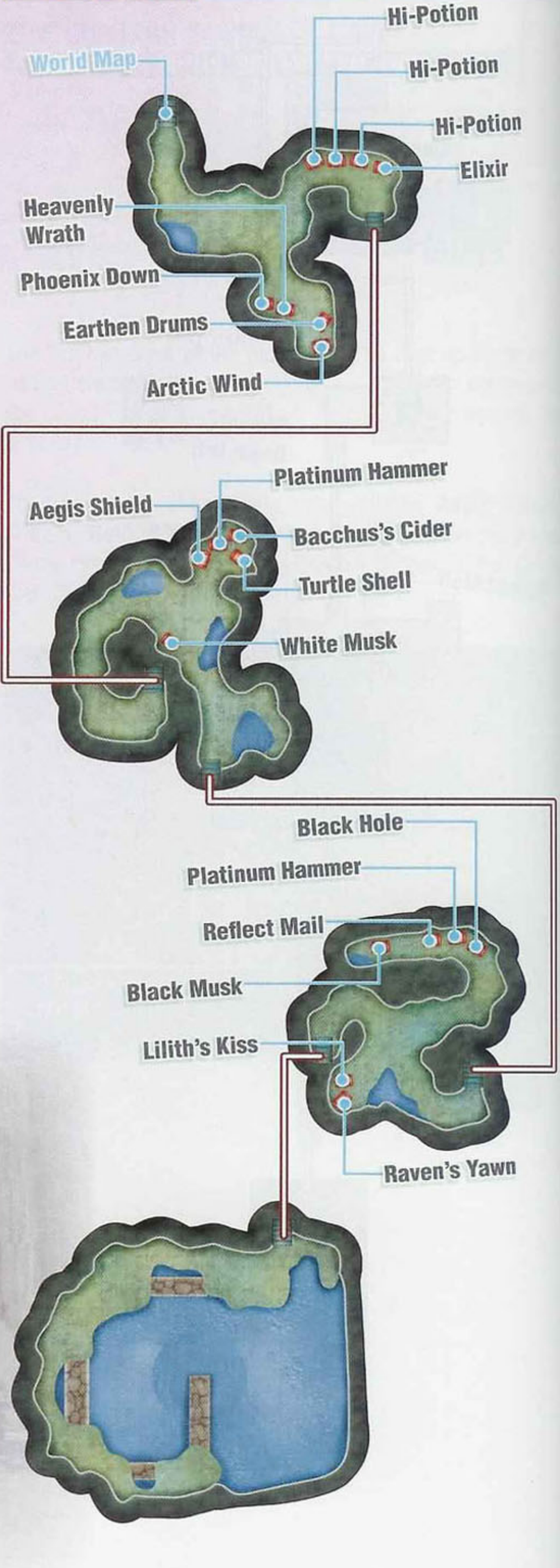
Odin

HP	LV	GIL	EXP
21000	40	20000	16800

Unless you are looking for an incredible challenge, do not fight Odin until you are at least the same level as him. Not only are his physical strikes brutal, but he has a trick that he uses to wipe out the entire party in one turn.

The battle with Odin becomes a race when he loses about half of his health. When this occurs, there is a chance that he will use a powerful attack called "Zantetsuken" that deals damage to the entire party. You must take him down before the entire party succumbs to this brutal attack.

LAKE DOHR


World Map
Hi-Potion
Hi-Potion
Hi-Potion
Elixir
Heavenly Wrath
Phoenix Down
Earthen Drums
Arctic Wind
Platinum Hammer
Aegis Shield
Bacchus's Cider
Turtle Shell
White Musk
Black Hole
Platinum Hammer
Reflect Mail
Black Musk
Lilith's Kiss
Raven's Yawn

After obtaining The Invincible, return to the Floating continent and fly over the ridges to the west of Castle Argus. Land at the edge of the terrain around the lake and use the Magical Folding Canoe to row around the lake.

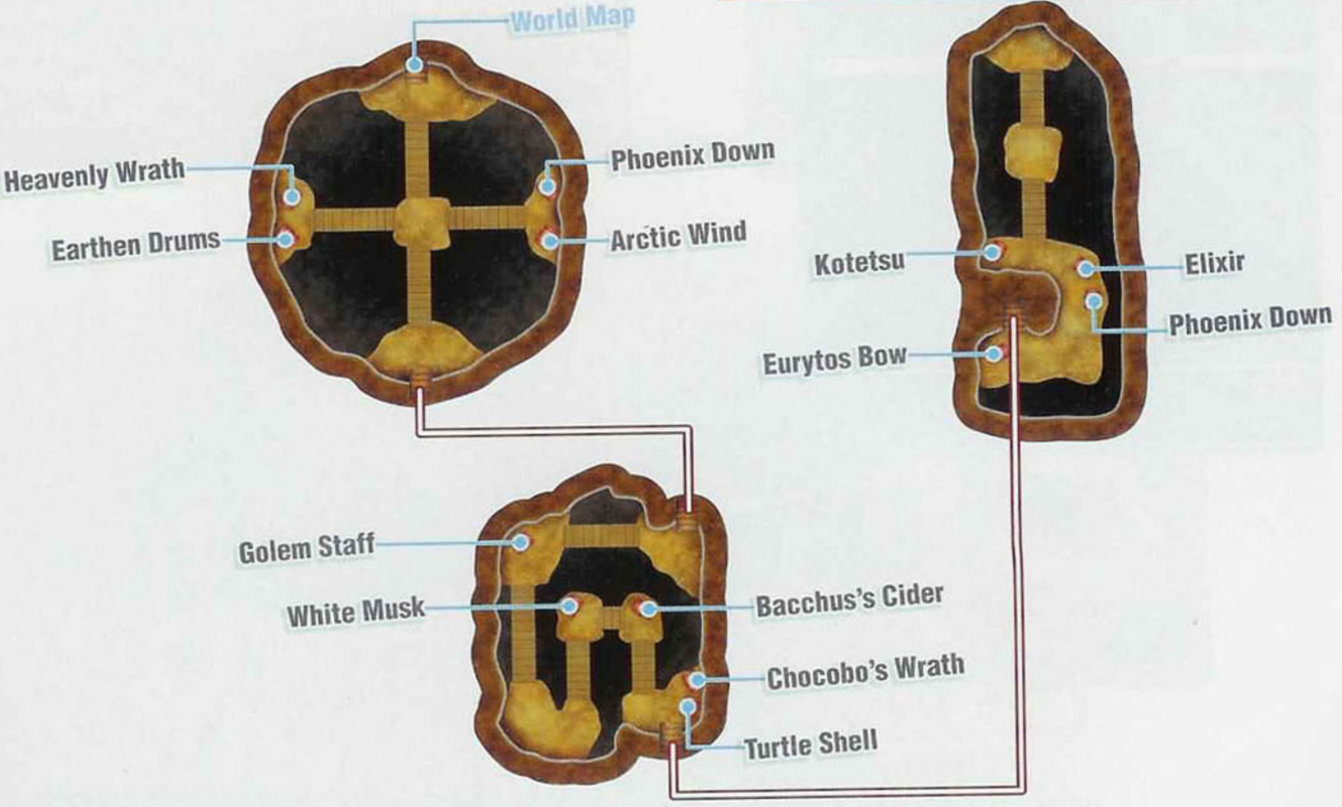
This is Lake Dohr, the place where you can battle Leviathan and obtain the Summon spell "Leviath." To make the battle against Leviathan a bit easier, equip lightning-based spells and weapons. Hammers are an excellent choice (plus you pick up two **Platinum Hammers** while inside Lake Dohr), so consider adding a Viking to the party.

BOSS Leviathan

HP 22000 **LV** 43 **GIL** 20000 **EXP** 17100

Leviathan's physical attacks occasionally inflict petrification. Leviathan also casts Protect and Haste on itself. Watch out for Blizzaga and especially Tsunami, which Leviathan uses against the party. Fortunately, Leviathan has a weakness to exploit, so hit the beast hard with as many lightning-based spells and attacks as possible.

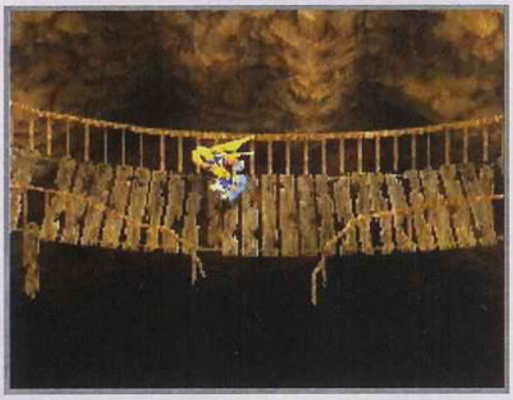
BAHAMUT'S LAIR

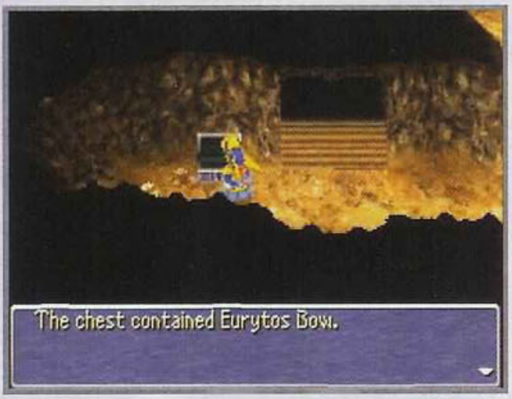

World Map
Heavenly Wrath
Earthen Drums
Phoenix Down
Arctic Wind
Kotetsu
Elixir
Phoenix Down
Eurytos Bow
Golem Staff
White Musk
Bacchus's Cider
Chocobo's Wrath
Turtle Shell

ENCOUNTERS IN BAHAMUT'S LAIR

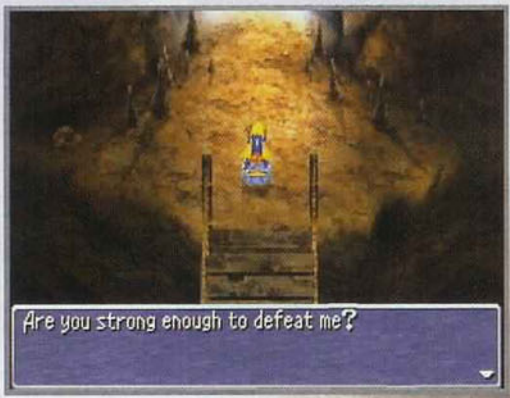
NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Grenade	2305	46	1400	7600	82	26	Ice, Water
Drake	3260	37	1650	7600	83	26	Wind
Greater Boros	3280	37	1700	7600	83	26	Lightning
Sabertooth Liger	3300	37	1800	7600	83	26	None
Queen Lamia	7200	39	4400	12000	86	27	None

To reach Bahamut's Lair, use the airship Invincible to fly over the ridges in the mountains south and east of Vikings' Cove. After running through the cave and collecting the chests inside, head to the exit at the back of the cave where a voice challenges the party. Continue ahead to face Bahamut.





The chest contained Eurytos Bow.



Are you strong enough to defeat me?

BOSS

Bahamut

HP	LV	GIL	EXP
24000	45	20000	16500

Bahamut's two actions per turn sometimes include the powerful spell "Megaflare" that deals damage to the entire party. Since Bahamut is an aerial opponent, it has a weakness versus Wind that plagues that type of creature. Aeroga is a powerful tool in this battle, as is a Dragoon using Jump.

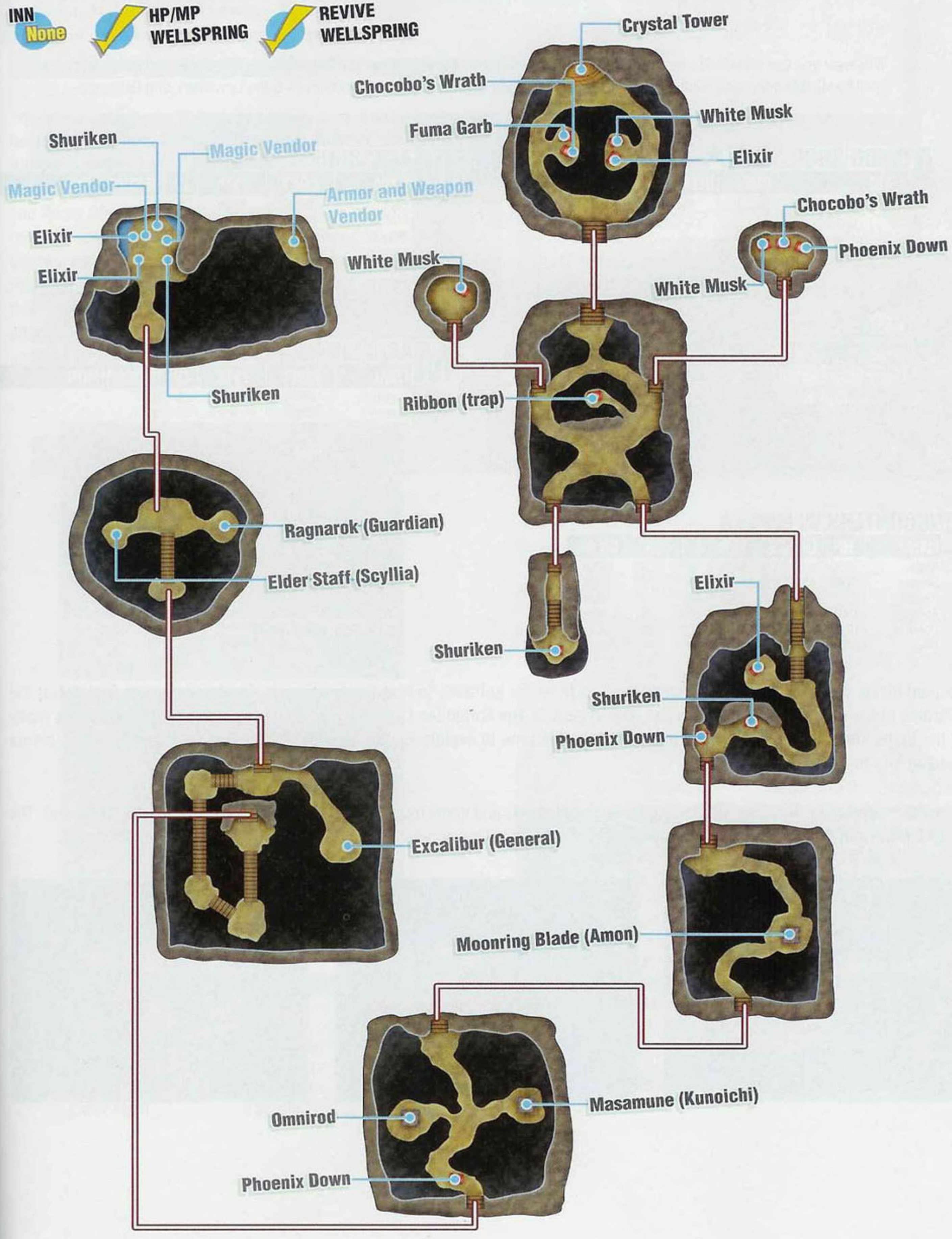
After the battle, you can't immediately use Teleport to return to the World Map near the cave's entrance. Some backtracking is required before you are clear of the area (whereas casting Teleport leads you to the inescapable open space in the mountains where you fought Bahamut).

EUREKA

INN None

✓ **HP/MP WELLSPRING**

✓ **REVIVE WELLSPRING**


Crystal Tower
Chocobo's Wrath
Fuma Garb
White Musk
Elixir
Shuriken
Magic Vendor
Magic Vendor
Armor and Weapon Vendor
Elixir
Elixir
Chocobo's Wrath
White Musk
Phoenix Down
White Musk
Shuriken
Ribbon (trap)
Ragnarok (Guardian)
Elder Staff (Scyllia)
Elixir
Shuriken
Shuriken
Phoenix Down
Excalibur (General)
Moonring Blade (Amon)
Masamune (Kunoichi)
Omnirod
Phoenix Down

SHOPS

What to Buy in Eureka

Whatever you can afford! These vendors are the only source of Level 8 White and Black Magic. The magic shop with Summon spells available only has inventory provided you've already defeated the optional enemies Odin, Leviathan, and Bahamut.

ARMOR SHOP

ITEM	COST	DEFENSE	NOTE
Crystal Shield	50000	20	Protects against some status ailments.
Crystal Mail	50000	55	N/A
Crystal Gloves	50000	30	N/A
Crystal Helm	50000	31	N/A

WEAPON SHOP

ITEM	COST	ATTACK	NOTE
Shuriken	65500	200	Can only be thrown.
Apollo Harp	60000	60	Inflicts silence.

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Flare	60000	Black	8	N/A
Death	60000	Black	8	N/A
Meteor	60000	Black	8	N/A
Tornado	60000	White	8	N/A
Arise	60000	White	8	N/A
Holy	60000	White	8	N/A

MAGIC SHOP

ITEM	COST	TYPE	LV	DESCRIPTION
Catastro	40000	Summon	6	N/A
Leviath	50000	Summon	7	N/A
Bahamur	60000	Summon	8	N/A

ENCOUNTERS IN EUREKA

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Abaia	6970	42	2700	8000	93	29	None
Sleipnir	7000	43	2800	8000	94	29	None
Haokah	7200	43	2900	8000	93	29	None
Acheron	13600	44	6600	12000	102	29	None
Oceanus	13200	44	6800	12600	100	29	None
Ninja	24000	47	14400	28400	96	46	None

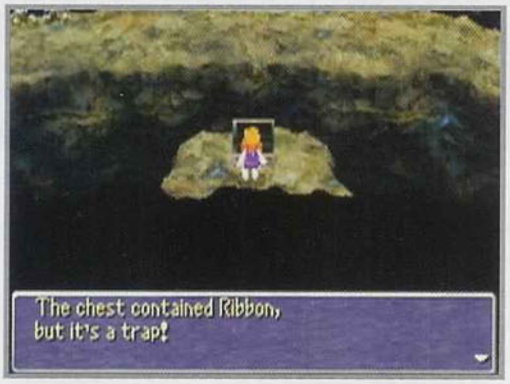
Located inside the Crystal Tower, go straight north from the entrance to find the doorway to Eureka. You must first defeat the guardian of the Crystal of Earth before you gain access to The Forbidden Land, Eureka. There are many battles waiting as many of the items are guarded by powerful enemies. Take the time to explore Eureka to plunder its riches and visit its shops before heading into the World of Darkness.

To make things easier, you may wish to skip the guarded chests and items found in Eureka before reaching the shops at the end. The Level 8 Black and White Magic spells are all available here and having access to them, especially Arise, is an incredible asset.

IT TAKES MONEY

Build up a large reserve of gil before venturing into Eureka. At the end are a handful of vendors who sell some of the best items and the most powerful spells.

The following boss battles occur when you try to collect the item. The locations of these items are noted on the maps. Almost all of these encounters include negative status effects (they are noted for each boss), so if you're short on Ribbons and Aegis Shields, keep Esuna and the more specific effect removal spells and items available at all times. None of the bosses have any notable weakness, so the text focuses more on what to expect from them while you whittle down their health with the standard assortment of powerful melee attacks, Summons, Black Magic and attack items. One very important note to keep in mind is that defeating these bosses restores the party's HP and MP, so don't hold back!



The chest contained Ribbon,
but it's a trap!

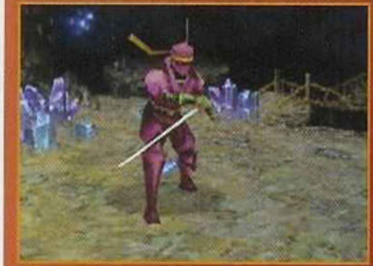
Masamune, the Mystic Blade

ITEM	BOSS
Ribbon	Ninja
Moonring Blade	Amon
Masamune	Kunoichi
Excalibur	General
Ragnarok	Guardian
Elder Staff	Scylla

BOSS

Ninja

HP	LV	GIL	EXP
24000	47	14400	28400

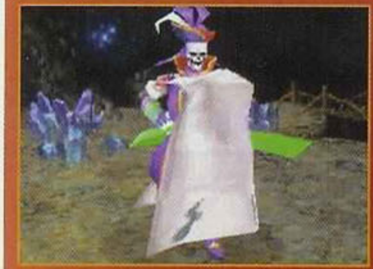


Ninja is not a powerful opponent, and appears later as a common encounter. It still strikes twice per round with lethal sword strokes, but it shouldn't take many attacks and spells to defeat this enemy.

BOSS

Amon

HP	LV	GIL	EXP
33500	48	20350	26800



Amon uses the Black Magic spells Thundaga, Firaga and Blizzaga mixed in with physical strikes. None of his attacks inflict any negative status effects, so you can relax a bit during this fight. Amon also might try to use Barrier Shift during the fight, so either Study or use Libra unless you want to take your chances.

BOSS

Kunoichi

HP	LV	GIL	EXP
29000	48	14500	29200

Kunoichi's trio of actions per round include twisting sword strikes (which may inflict Blind or Poison), plus she uses the White Magic spells Aeroga and Haste.

BOSS

General

HP	LV	GIL	EXP
35000	48	15600	30000

General's mighty axe swings are complemented by the spells Bio, Death and Drain. Fortunately, this boss does not inflict any negative status effects with its regular attacks.

BOSS

Guardian

HP	LV	GIL	EXP
33700	49	33700	31600

Guardian tends to stick with punches, but when it must use magic, it uses either Reflect or Tornado. Guardian's physical attacks sometimes cause petrification, so don't let anyone languish with that ailment for long.

BOSS

Scylla

HP	LV	GIL	EXP
35000	49	30800	16200

Scylla casts the following magic spells: Holy, Flare, Thundaga, Blizzaga, and Firaga. When enough damage has been done, Scylla uses Curaga to restore HP. Also, her physical attacks may inflict petrification.

Side Quests

This section covers all of the games multiple side quests.

Mognet Side Quests

The following quests require that you exchange mail through Mognet with other players and the Denizens of *FINAL FANTASY III*. The first mail in each chain can be sent before any messages are exchanged with other players, but future letters are dependant on letter exchanges with other players. There must be seven exchanges before the message that begins the quest arrives from the given denizen.

Find the Children

Return to Ur after receiving a letter with the subject "The Children are in Trouble!" from Elder Topapa. Speak with Elder Topapa before heading out to Altar Cave. Go down one set of stairs, then head for the hole the leads down to the lowest level. The kids are here, surrounded by a trio of Bombs!

BOSS

Bomb (x3)

HP 315 **LV** 16 **GIL** 330 **EXP** 1200

The biggest threat from the Bombs is their self-destruct ability, which destroys the Bomb and hits a single target with incredible ferocity. Bombs are vulnerable to ice-based spells and attacks.

Focus on one Bomb at a time to avoid a self-destruct attack. They should drop in short order in the face of any characters casting Blizzard or Blizzara.

Before the party departs the cave to return to Ur, the three children hand over a crystal fragment that opens a new job, Onion Knight!

Fix Sara's Pendant

Send letters to Princess Sara. When you get a message with the subject "Help!", visit her at Castle Sasune. When she hands over a Pendant, take it to Takka in Kazus. Look for a wandering Blacksmith in Northeastern Saronia. After she fixes the Pendant, return to Princess Sara in Castle Sasune to complete this quest.

This is the pendant I told you about in my mail. It's very important to me... Do you know of anyone who could fix it?

Takka
Hmm... I have no idea what this is made of. I've never seen anything like it.

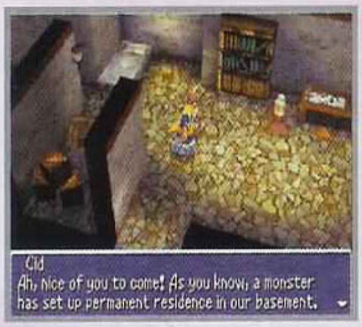
I am a smith traveling the world in search of a legendary metal.

It belongs to someone very dear to me. I will do anything you ask, if you can restore it to its previous state.

Princess Sara
It is a keepsake... The pendant belonged to my mother.

Find Orichalcum

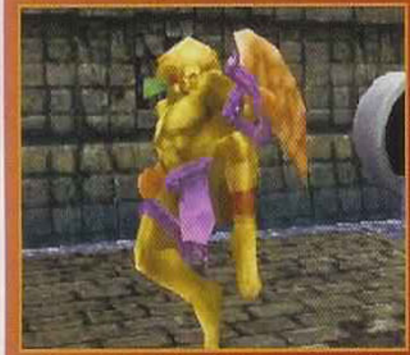
After exchanging letters with both Takka and Cid, Cid responds with the letter "Something in the Basement." When this occurs, return to Canaan and speak with Cid to learn what must be done. After doing so, venture into his basement and prepare for a battle.


Cid
Ah, nice of you to come! As you know, a monster has set up permanent residence in our basement.

Luneth
Look! There!

BOSS Aeon

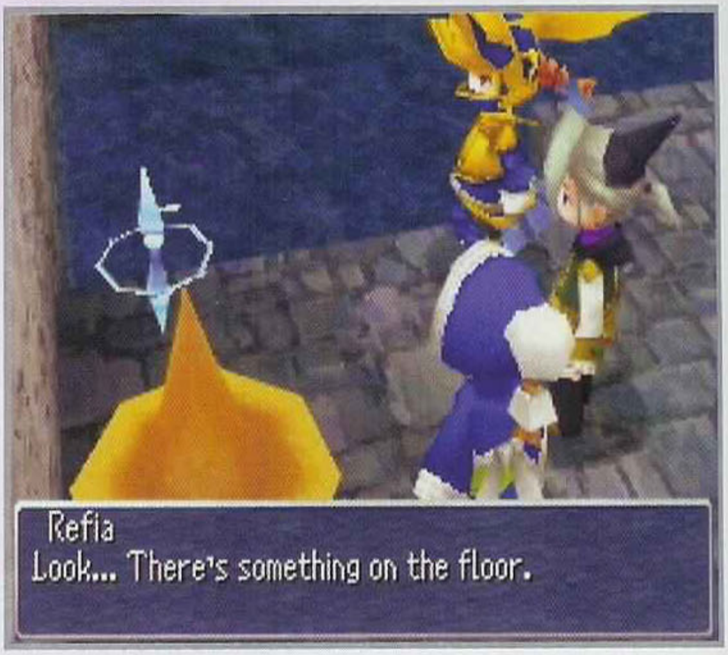
HP	LV	GIL	EXP
10060	42	3200	10200



Aeon strikes twice per turn and uses Earthquake, which deals damage to the entire party. Use each character's most powerful attacks in the initial round, and have any Dragoon use Jump to avoid Earthquake.

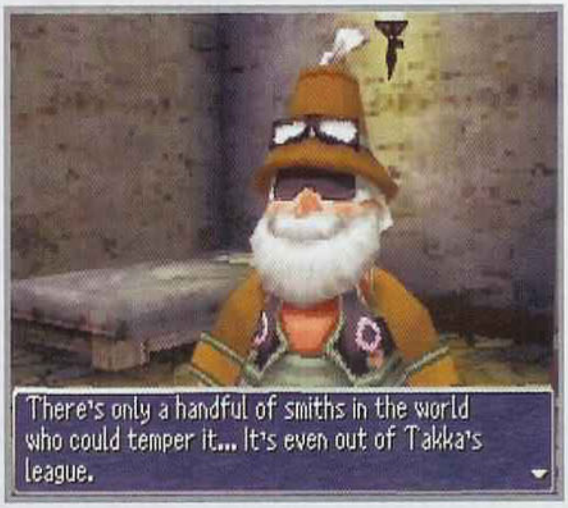
Aeon should fall in just a few rounds provided the group is very close to its level. In fact, healing may not even come into play for this encounter if you play your cards right!

Speak with Cid on the way out of his house for a hint about what to do with the mysterious metal left behind by Aeon. Speak with the Blacksmith when she's in the town of Falgabard to put the Orichalcum to use.


Refia
Look... There's something on the floor.

Get the Ultima Weapon

Complete the quests "Fix Sara's Pendant" and "Find Orichalcum." Locate the Blacksmith in Falgabard and hand over the Orichalcum. She fashions it into the **Ultima Weapon**!


There's only a handful of smiths in the world who could temper it... It's even out of Takka's league.

You hand over the orichalcum.

Obtained Ultima Weapon.

Find the Secret Dungeon

ENCOUNTERS IN SECRET DUNGEON

NAME	HP	LV	GIL	EXP	ATT.	DEF.	WEAK.
Yellow Dragon	79999	50	12000	30000	107	40	None
Green Dragon	89999	60	13330	45000	129	45	None
Red Dragon	99999	70	14666	60000	150	50	None

You must receive letters from the 4 Old Men and Prince Alus. After you receive all the necessary mail, proceed to the secret dungeon using the Nautilus. From the southern tip of the Dalg continent (where it looks like an arrow), submerge and head west. The location is halfway between the floating continent and the Dalg continent. It appears as a shadow on the surface of the water. While underwater, look for a multi-colored patch of seaweed.

SAVE NOW

Save your game before venturing into the Secret Dungeon every time. Until you become comfortable with battling the dragons inside, save every time you get a good drop from one of them.

BOSS

Iron Giant

HP 199999 **LV** 81 **GIL** 99999 **EXP** 99999

During each round of combat, Iron Giant acts four times, and for most of the battle strikes three times with swings of its huge sword and drops Meteor on everyone's head. Its physical attacks inflict a plethora of negative status effects, so everyone must have either a Ribbon, Aegis Shield, or Onion Shield equipped. After its health reaches a certain point, Iron Giant starts to use Swipe (hey, at least you know you're making progress) which hits everyone in the party at the same time with a massive blow.

The first thing to do before you consider trying this fight is to get everyone in the party up to at least level 82. Level 82 is a bare minimum level; higher levels are better. Taking on this beast at 81 typically means surviving the first round of battle, but not the second. The next thing to do is have the Master Job equipment available. The party needs the best gear available to stand up to everything thrown at it. Summon Magic tends to do the best and most consistent damage versus Iron Giant. The reliable damage of a Summoner is preferable to the random summons of an Evoker or Sage. Arise is also a necessity, so plan on including a Sage or Devout.

Expect a long fight if you attempt this battle with character levels still in the eighties. Don't go into the fight expecting to whittle down Iron Giant's health faster through dual wielding than it can take down the party's health. Load up on Defense and Magic Defense, heal constantly, use all the enhancing abilities available (Bards are a good choice for this) and don't be afraid to burn up that store of Elixirs collected from battling the Green, Yellow and Red Dragons while gaining levels for this fight.

Level 99 Job Items

As your characters hit job level 99, they will be rewarded by the Master Smith with a card of recognition and a special item that is usable only by that job. You must travel the world in search of the Smith after she moves from her initial location of Northeastern Saronia, but the effort is worth it!

The following is a list of locations where the Master Smith appears. After speaking with her or leaving the area, she moves to another location. She hands over only one reward each time you speak with her.

- *Ur, in the well*
- *Sasune Castle, third floor east tower*
- *Healing Copse*
- *Village of the Ancients, Inn*
- *Gysahl, Chocobo Pen*
- *Dwarven Hollows, entrance to Subterranean Lake*
- *Replito, inside the northernmost house*
- *Saronia Castle, second basement level*
- *Doga's Village, central island*
- *Ancient Ruins, Inn*

The rewards for achieving job level 99 for each class are as follows.

JOB	ARMOR/WEAPON	KEY ITEM
Freelancer	Celestial Gloves	Freelancer Card
Black Mage	Lilith Rod	Black Mage Card
Monk	Shura Gloves	Monk Card
Thief	Gladius	Thief Card
Red Mage	Crimson Vest	Red Mage Card
Warrior	Gigantic Axe	Warrior Card
White Mage	Angel Robe	White Mage Card
Onion Knight	Onion Blade	Onion Knight Card
Geomancer	Blessed Bell	Geomancer Card
Knight	Save the Queen	Knight Card
Ranger	Artemis Bow	Ranger Card
Scholar	Omnitome	Scholar Card
Bard	Ballad Crown	Bard Card
Dark Knight	Murakumo	Dark Knight Card
Dragoon	Magic Lance	Dragoon Card
Evoker	Royal Crown	Evoker Card
Viking	Mighty Hammer	Viking Card
Black Belt	Master Dogi	Black Belt Card
Devout	Holy Wand	Devout Card
Magus	Millennium Rod	Magus Card
Ninja	Muramasa	Ninja Card
Sage	Sage Staff	Sage Card
Summoner	Astral Bracers	Summoner Card

Obtained Murakumo.

Obtained Magic Lance.

Obtained Ballad Crown.

Oh! I see you have a master freelancer
among you.
Here, you should have this insignia.

Obtained Gladius.

Obtained Onion Blade.

FIND THE CRYSTALS.
RESTORE BALANCE TO THE WORLD.

Protected by the crystals of light, the once peaceful land has forever been changed by an earthquake that pulled the crystals into the earth, upsetting the world's fragile balance. It seems as if all hope is lost—but as the Gulgan prophecy foretold, four souls blessed with the light shall once again restore balance to the world...

EVERY SUMMON

Obtained Onion Blade.

OBTAIN ALL MASTER JOB CLASS ITEMS

Luneth 3828/3843
Arc 4245/4247
Ingus 4507/4507
Refia 4194 /4196

ALL MAGIC SPELLS

ALL 23 JOBS!

Learn about the weapon and armor lists, available magic, and beginning stats for each job. Also, each job's special **99 JOB LEVEL ITEM** is revealed!

WALKTHROUGH

Strategies and tactics will lead you through the game with ease. Plus, **AREA MAPS** pinpoint the locations of every important item.

BOSS STRATEGIES

Game-tested strategies and tips to topple every ferocious boss. You'll always be prepared for battle with these proven tactics.

SIDE QUESTS

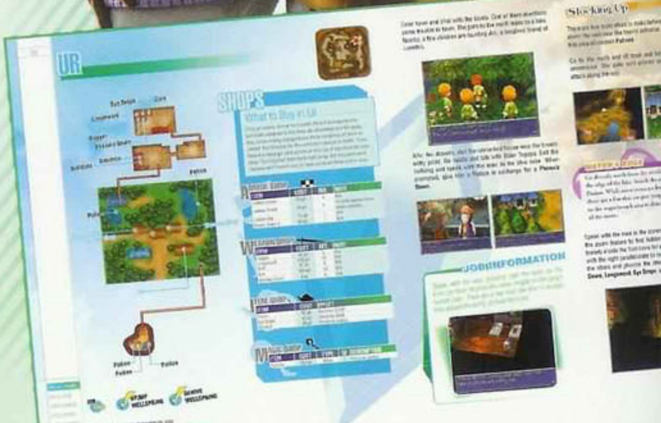
Master the game by completing every side quest. Discover which quests lead to the acquisition of the **ULTIMA WEAPON**!

BESTIARY

Thorough rundown of every creature, including their strengths and weaknesses, item drops, and much more!

COMPLETE ITEM LISTS

Statistical breakdown of every piece of armor, weapon, spell, and item in the game.



UR

SHOPS

What to Buy in Ur

JOB INFORMATION

Stocking Up

BRADYGAMES

www.bradygames.com

SQUARE ENIX.

www.square-enix.com

$16.99 USA/$20.99 CAN

FOR SALE IN USA AND CANADA ONLY

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